

item

StdRandom.uniform(6)

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item

**StdDraw.circle(0.5,
0.5, 0.2)**

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item

StdDraw.show()

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item

**new double[10]
[10]**

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item

```
int[] a = new  
    int[5];  
a[5] = 1;
```

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item

```
while (true)  
    { ... }
```

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item

```
(int) 6.7
```

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item

```
int x = 3 + 2.0;
```

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item

```
java Main >  
output.txt
```

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item

```
void
```

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item

Memoization

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item

```
private double  
fuel;
```

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item

```
public  
Person(String  
    name)  
{ this.name =  
    name; }
```

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item

```
enum Direction  
{ UP, DOWN }
```

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item

```
interface  
Paintable  
{ void draw(); }
```

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item

```
class Rover  
extends Probe  
{ }
```

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description

Random int from 0 to 5

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description

Reveals a drawing once
double
buffering has been
enabled

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description

A circle centered in
StdDraw's
default 0.0–1.0 canvas

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description

A 10×10 grid of
doubles

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description

ArrayIndexOutOfBoundsException

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description

6

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description

An infinite loop

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description

Compile error — possible lossy conversion to int

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description

Writes the program's
output into `output.txt`

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description

Signifies that a method
has no return value

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description

Caching results to avoid
recomputing them

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description

A field only accessible
from within its own
class

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description

A constructor that
assigns
its parameter to a field

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description

Declaring an interface

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description

A fixed set of
named constants

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description

Inheritance

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