

```
int[] data = ...
```

```
int max = data[0];
```

```
int maxInd = 0;
```

```
for(int i = 1; i < data.length; i++)
```

```
    if(data[i] > max){  
        max = data[i];  
        maxInd = i;  
    }
```

```
import java.util.Random;
```

```
int[] counts = new int[6];
```

```
Random rand = new Random();
```

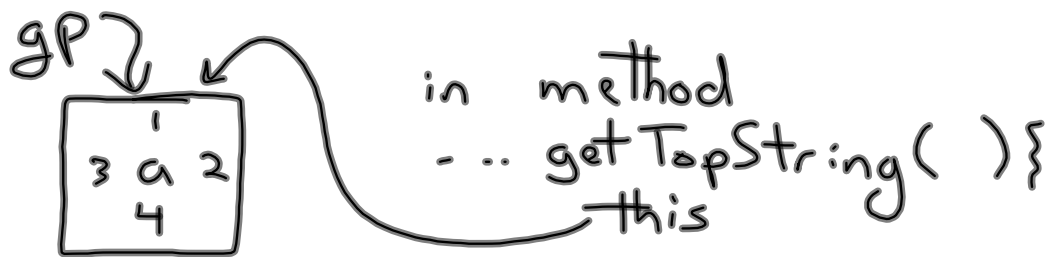
```
int roll = rand.nextInt(6) + 1;
```

```
counts[roll] ++;
```

loop
1000

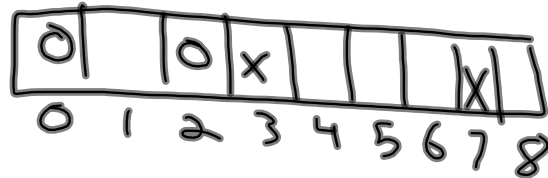
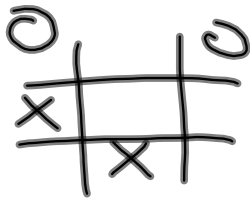
```
int number = ...  
//check if 4 digit, positive  
if (number >= 1000 &&  
    number < 10000)
```

this - reference to the object on which a method is called.



}

 this() calls a constructor from another.



```

char [ ] ticTacToe = new char[9];
String t = "O OX . X";
for (int r=0; r < 3; r++) {
    for (int c=0; c < 3; c++) {
        int index = r*3 + c;
        s.o.p (ticTacToe[index]);
        t.charAt(index)
    }
    s.o.pln();
}

```

index \rightarrow (r, c)

row = index / width;
col = index % width;

```
public String toString() {  
    String result;  
    result = "(" + x + ", " + y + ")";  
    return result;  
}
```

Complex c ...

```
System.out.println(c);
```

c.toString() will be called

```
int value = 0;
while ( ! input.hasNextInt() ) {
    input.nextLine();
}
value = input.nextInt();
```