
When your teacher is talking about Java and you remember Minecraft was made with Java
You know, I'm something of a scientist myself.

Sommaire {

}

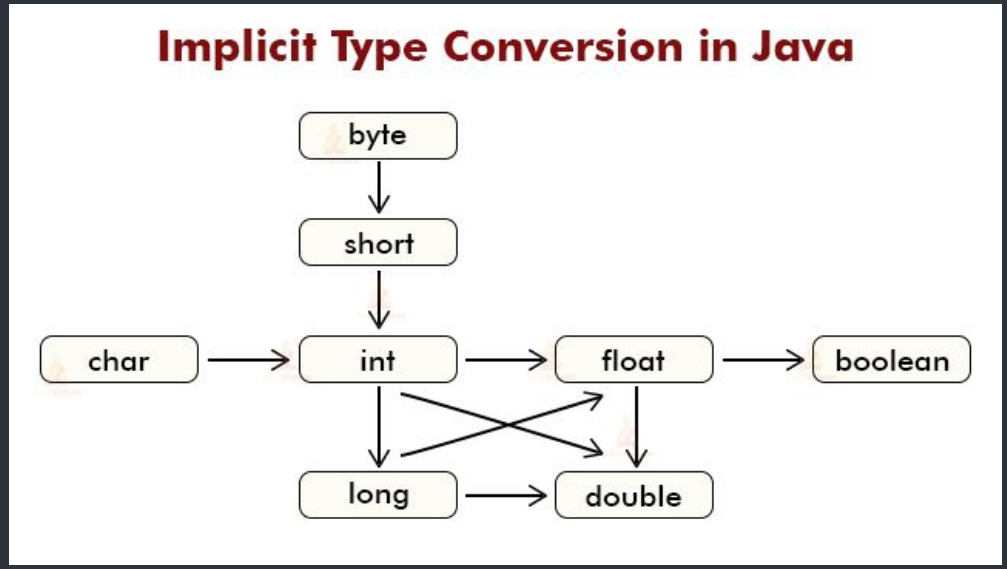
Object var = value;

Java est fortement typé → Types des variables est explicite

Primitive	Classe	Taille (octet)
boolean	Boolean	1
char	Character	1
byte	Byte	1
short	Short	2
int	Integer	4
long	Long	8
float	Float	4
double	Double	8

```
1  String var = (String)value;
2
3
4
5
6
7
8
9
10
11
12
13
14
```

Il est possible de faire de la conversion de type



Pokémon.jar

Café.java

```
class lesClasses {

    //Au coeur du fonctionnement
    //de Java

    private int[] lesAttributs;

    static void lesMethodes() {}

    String lesInstances() {}

}
```

Now with garbage distributor

Pokémon.jar

Salamèche.java

```
1  private int[] lesAttributs;
2
3
4      int health;
5
6
7      int[] stats;
8
9
10     String name;
11
12
13
14
```

```
Item heldItem;

boolean[]
statusEffects;

Ability[]
abilities;
```

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Pokémon.jar

Carapuce.java

```
1  static void lesMethodes() {
2
3
4
5      static Image getSprite()
6
7
8      static int getNationalId()
9
10
11     public static void main(String[] args)
12
13
14 }
```

.png

7

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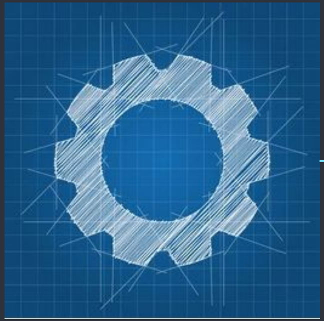
Pokémon.jar | Bulbizarre.java

```
String lesInstances() {
```



class Bulbizarre

```
Bulbizarre bébou = new Bulbizarre();
```

bébou

```
}
```

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Pokémon.jar

Pikachu.java

```
String lesMethodes(int instance)
{

int getHealth();                          void passive();

 Ability[]                                void
 getAbilities();                          getDamage();

}
```

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Pokémon.jar

Café.java

```
class Héritage
    extends Héritage

    implements Interfaces {}

    abstract class ClassesAbstraites {}


    //La puissance de la
    //POO
```

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Pokémon.jar

PNJ.java

extends Héritage

```
class PNJ
 String name;
 String[] dialogs;
 void doAI();
```

```
class Trainer extends PNJ
 Pokemon[] party;
 void fight();
```

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Pokémon.jar

Pokemon.java

implements Interfaces

interface Pokemon

Contrat

Pour être reconnu “Pokémon”, je dois implémenter :

- `void getSprite()`
- `int getHP()`
- …

class Evoli implements Pokemon

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Pokémon.jar

PenPineappleApplePen.java

```
abstract class ClassesAbstraites {
}
```

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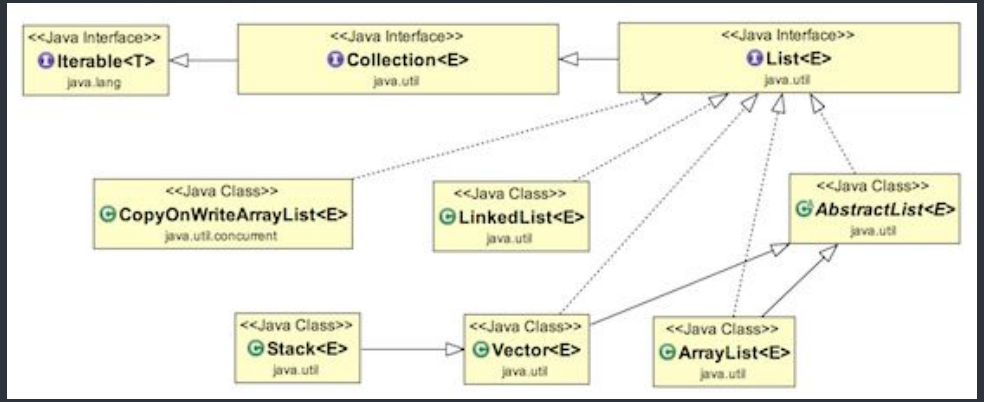
Pokémon.jar

DataStructures.java

```
1  class ClassesGeneriques<T> {
2
3
4      Génération de plusieurs copies de la classe avec les T utilisés
5
6
7
8
9
10
11
12
13
14 }
```



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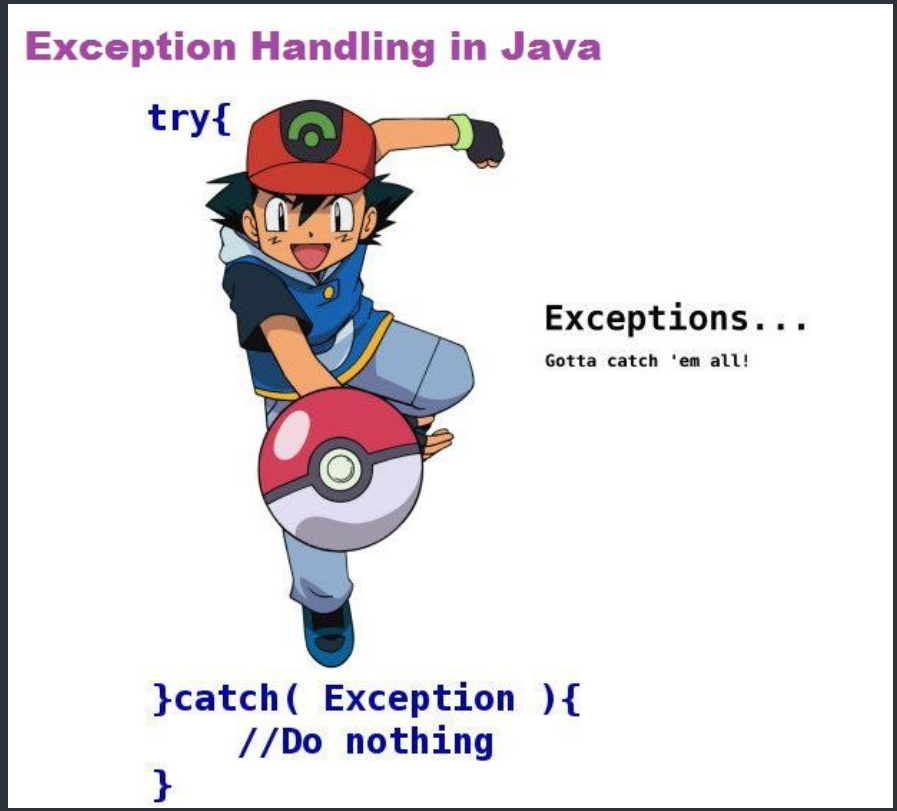
Pokémon.jar

GottaCatchEmAll.java

Exceptions



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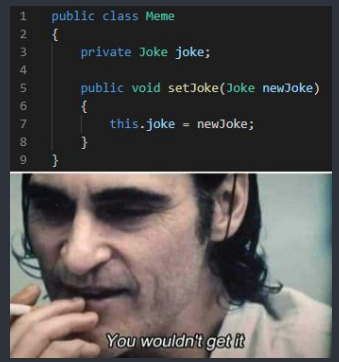
Pokémon.jar

QuadTree.java

Bon courage pour le TP



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