1. In your own words describe what an object is.

An object is a variable on which you can store several chunks of data that are very specific, an example of this could be information about a person, player or user. Their height, gender, age, name, email and more information would we more than suitable for this type of variable.

2. In your own words describe what a class is.

A class is a variable "template", this variable does not generally have specific data but rather a template you can use to quickly create objects.

3. Write code which displays a variable of type boolean.

I completed this assignment on the webpage I submitted, but I'll write out a code here anyway:

var boolean1 = 1+1;

console.log(boolean1)

4. Write out a set of instructions on how to make a cup of tea.

Get a package of *teaType* and a *cup.*

Open the package of **teaType.**

Grab a **bag** of **teaType** and put it in the **cup.**

Put water in the **kettle** and turn it **on**.

Wait for **5 minutes**.

Poor the water from the **kettle** into the **cup.**

Turn the **kettle off**.

Put the package of **teaType** back.

Empty the rest of the water in the **kettle**.

Put the **kettle** back.