

Complete the following questions as you read chapter 8.

1. Class names should always be a _____ (choose noun, verb, or adverb).
2. When is a class cohesive?
3. What is a mutator method?
4. What is a mutator method's return type?
5. What is an accessor method?
6. Give an example of a name of an accessor method if a class has an instance variable that stores a person's height.
7. List two side effects to avoid when creating classes.
 - a.
 - b.
8. True or False: A java method should change the context of all variables passed as parameters.
9. True or False: A method can mutate an object when it receives a reference to it as an argument.
10. What kind of variables belong to a class, not an object of the class and should always be declared as private?
11. What kind of methods are not invoked on an object, like when using the Math class.
12. Instead of using the code `Math.pow(2,3)` to calculate the cube of 2, you can use `pow(2,3)` if you import the math class. What import statement would you write?