Chapter 8: Designing Classes   Name _____

Complete the following questions as you read chapter 8.

- Class names should always be a _____ (choose noun, verb, or adverb).

- When is a class cohesive?

- What is a mutator method?

- What is a mutator method's return type?

- What is an accessor method?

- Give an example of a name of an accessor method if a class has an instance variable that stores a person's height.

- List two side effects to avoid when creating classes.
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- True or False: A method can mutate an object when it receives a reference to it as an argument.

- True or False: In Java, a method can never change the contents of a primitive type variable that is passed as an argument because the method will manipulate a different copy of the value.

- What kind of variables belong to a class, not an object of the class and should always be declared as private?

- What kind of methods are not invoked on an object, like when using the Math class.

- 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?