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?