#1-5, 11

1. a)
   number
   firstName
   something2
   class4time

   b)
   First name (cannot have a space)
   2something (cannot start with a number)
   Int (cannot use reserved words)
   Class-time (cannot use elements like -, #, @, ect.)

2. a)
   int numBeads;
   numBead = 5;
   b)
   Int numBeads = 5;

3. a)
   What is the final value of yourNumber after the last statement executes?
   int myNumber = 5;
   int yourNumber = 4;
   myNumber = yourNumber * 2;
   yourNumber = myNumber + 5;

   The final value of yourNumber is 13.

   b)
   What is the final value of yourNumber after the last statement executes?
   int myNumber;
   int yourNumber = 4;
   myNumber = yourNumber + 7;
   yourNumber = myNumber

   The final value of yourNumber is 11.

4. a) int
   b) double
   c) int
   d) int
   e) boolean

f) char

5. Primiative data types can only store one piece of data, while abstract can store data and methods.

11. int j = 5;
double k = 1.6;
int y;
double z;

a) y = j * (int)(k+0.5)
b) z = (double)j * k
c) z = k* k (no type casting needed as all variables are double)
d) j = (int)(k+0.5)
e) k = (double)j;
f) y = j + 3; (no type casting needed, all variables are int)