

Crt Questions Chapter 3

Youdis

1.A, entNum, counterRed, numEggs, canPlay

1.B.int, boolean, 1cookie, string

2.A Int numBeads;

Numbeads = 5;

2.B int numbeads = 5;

3.A. 13

3.B. 11

4.A. int

4.B double

4.C int

4.D. int if you just want a whole number age, double if you want to include months so like if player is 16 years and 6 months they are 16.5 years old

4.E boolean

4.F. string

5.A. Primitive data types are data structures provided by the programming language. An abstract data type is a data structure made by the programmer made for more advanced algorithms and data structures. These are most commonly arrays, trees, graphs, and etc.

5.B. Classes are like the blueprint to an object; they help specify the properties of the object. The object is an entity in the program made to do something.