Self Check1:
1a. I would use the ISBN number as the key because it is ensured to be unique.
1b. Uniform number if each player is assured to have different numbers.
1c. Model number because it is assured to be unique. Data won't get overridden and mixed up.
1d. Section number because it is assured to be unique to each class, to avoid mixups and overridden data.

Self Check2:
key : data
this : 1
line : 1, 2, 3
is : 1, 2
first : 1
and : 2
2 : 2
second : 2
followed : 3
by : 3
the : 3
third : 3

PROGRAMMING

1. Write statements to create a Map object that will store each word occurring in a term paper along with the number of times the word occurs.
2. Write a method buildWordCounts (based on buildIndex) that builds the Map object described in Programming Exercise 1.