Section 6.1 Questions

1. Why do some of the Java classes have to be imported into your program?  
   To use the classes form the Java library so you can use them. StringBuffer to hold data coming from the keyboard and the IOException class will do our error handling.
2. Why would you self-document certain variables?  
   To explain what the code is doing.
3. Explain in a sentence or two how the two keywords *try* and *catch* work together.  
   Try pauses the process until the **Enter** key is pressed. If something doesn’t work, catch will print out a standard error message related to input and output processes because you have not asked it to do anything else. (Report the error)
4. What does it mean to append a character to a string?  
   “If the incoming character is not the **Enter** key (meaning the user has not hit the **Enter** key yet), then take the newest incoming character and add it to the end of the InputBuffer.”
5. Three code lines down from the try, the word char is in parentheses. What does this accomplish, and why is it done at this point? **Hint:** the **‘ \n’** is considered to be a character.  
   It tells the program what type of data to accept, in this case it accepts characters.