1. a) num1, grade, number2, names,
b) 2number (starts with digit), num 1 (space), sum (keyword), name! (symbol)

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

3. a) yourNumber = 13
b) yourNumber = 11

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

5.
a) Primitive keeps simple values and abstract is built off of primitives
b) Class is a blueprint and an object is an instance

11.
a) y = (int)(j*k);
b) z = j * k; no cast needed