1. A) Legal identifiers include “A”, “B”, “$”, “\_”, or any other character in the alphabet.

B) 4 Identifiers that are illegal are “:”, “-“, “.”, and “/” and this is because they are special characters.

2. A) int numBeads;

numBeads = 5;

B) int numBeads = 5;

3. A) 13

B) 11

4. A) int

B) double

C) int

D) double

E) String

F) Char

5. A) A primitive data type is a data type that is pre-defined, meaning it has already been set, by using a certain programming language such as int, float, or char, etc. An abstract data type is a mathematical model with a collection of operations on that model, which means the definition of the type and all operations can be localized, but can’t be seen by the user.

B) A class is a blueprint for which you can create objects in. A class is used to bind data as well as methods together as a single unit, while an object acts like a variable in the class. The object is the instance of the class, so that variables and methods can be created in the