1.

- a. age, firstName, sum_of_data, _count
- b. 123data (identifiers must begin with a letter or underscore), my variable (identifiers cannot contain any spaces), account-number (hyphen is not permitted in most identifiers), class (reserved word which has special meaning in the programming language)

2.

- a. Declaration: int numBeads; Assignment: numBeads = 5;
- b. int numBeads = 5;

3.

- a. The final value of yourNumber is 13
- b. The final value of yourNumber is 11

4.

- a. Integer
- b. Double
- c. Integer
- d. Double
- e. Boolean
- f. Char

5.

- a. Primitive data types are the low-level, built-in data types that form the foundation of a language, while Abstract Data Types are higher-level, conceptual models that define data based on its behavior and operations, abstracting away the underlying implementation details. ADTs can be built using primitive data types or other ADTs.
- b. A class serves as a blueprint or a template for creating objects, while an object concrete, tangible instance of a class

11.

a. int j = 5; double k = 1.6; int y; double z;

z = j * k;

Explanation: No explicit type casting is necessary. The multiplication j * k results in a double (8.0). This double can be directly assigned to the double variable z without any loss of precision or type mismatch. This is an example of widening conversion.

z = k * k:

Explanation: No explicit type casting is necessary. The multiplication k * k involves two double values, resulting in a double (2.56). This double can be directly assigned to the double variable z.

k = i:

Explanation: No explicit type casting is necessary. The int value j (5) is being assigned to a double variable k. The int value will be implicitly converted to a double (5.0) without any loss of data. This is an example of widening conversion.

y = j + 3;

Explanation: No explicit type casting is necessary. The addition j + 3 involves two int values, resulting in an int (8). This int can be directly assigned to the int variable y.