1- To use the Math class, the first step is to make an instance of it.

2- You can mark constructor with the keyword-static.

3- Static methods don't have acess to an-object's instance variables.

4- it is good practice to call a static method using reference variable.

5- Static variables could be used to count-the instance of a class.

6- constructors are called before static variables are initialized.

7- MAX_SIZE would be good name for a-static final variable

8- A static initializer block runs befor's class's constructo run's.

9- if a class marked final, all of it's method's must be marked final.

10. A final method can only be overridden if it's class is extended.

11. There is no wrapper class for boolean primitives.

12. A wrapper is used when you want to treat a primitives like an object.

13. The parseXxx methods always return a string.

Answers.

1 - False
2 - False
3 - True
4 - False
5 - True
6 - False
7 - True.

8 - True
9 - False
10 - False
11 - False
12 - True
13 - False.