**Defining terms in your own words, define the following terms:**

**1. Class**

A class is an extensible program-code-template for creating objects. It describes the contents of the objects that belong to it.

**2. Object**

An element of a class.

**3. Instantiate**

Call a constructor of a Class which creates an instance or object

**4. Instance Variable**

Created when an object is created with the use of ‘new’

**5. Instance Method**

A method of the class

**6. Class Variables or static member variables**

A class level variable.

**7. Constructor**

A special method that is used to initialize objects. The constructor is called when an object of a class is created.

**Java Scavenger Hunt!**

1. Look for a method that checks if a certain String ends with a certain suffix. For example, if the given string is "Hello", the method should return true the suffix given is "lo", and false if the given suffix is "alp".

**Class:** String

**Method Declaration:** public boolean endsWith(String suffix)

**Sample Usage:**

String word = "Avada Kedavra";  
System.*out*.println(word.endsWith("vra"));  
System.*out*.println(word.endsWith("ava"));

**Output:**

true

false

2. Look for the method that determines the character representation for a specific digit in the specified radix. For example, if the input digit is 15, and the radix is 16, the method would return the character F, since F is the hexadecimal representation for the number 15 (base 10).

**Class:** Character

**Method Declaration:** public static char forDigit(int digit, int radix)

**Sample Usage:**

char value = Character.*forDigit*(15, 16);  
System.*out*.println(value);

**Output:**

f

3. Look for the method that terminates the currently running Java Virtual Machine

**Class:** System

**Method Declaration:** public static void exit(int status)

**Sample Usage:**

System.*exit*(0);

**Output:**

Exit from the loop

Process finished with exit code 0

4. Look for the method that gets the floor of a double value. For example, if I input a 3.13, the method should return the value 3.

**Class:** Math

**Method Declaration:** public static double floor(double a)

**Sample Usage:**

double a = 3.13;  
System.*out*.println(Math.*floor*(a));

**Output:**

3

5. Look for the method that determines if a certain character is a digit. For example, if I input '3', it returns the value true.

**Class:** Character

**Method Declaration:**

public static boolean isDigit(char cl)

**Sample Usage:**

char c1 = 'A', c2 = '4';

System.*out*.println(c1 + " is a digit -> " + Character.*isDigit*(c1));  
System.*out*.println(c2 + " is a digit -> " + Character.*isDigit*(c2));

**Output:**

A is a digit -> false

4 is a digit -> true