

Tutorial 01 Answers

- 1) Hello, nice to meet you Ushani
- 2) 6 classes – Scanner, Details, String, System, Name, Greeting
- 3) 3 classes – Details, String, Greeting
- 4) 3 classes
- 5) No primitive variables have been used.
 - 5) 9 reference variables
 - args (String class)
 - n (Name class)
 - g (Greeting class)
 - sc (Scanner class)
 - name (String class)
 - out (PrintStream class – reference in java API of System class)
 - in (InputStream class – reference in java API of System class)
 - greetingMessage (String class)
 - name (the argument - String class)
- 6) name,sc in the Name class
greetMessage in the Greeting class
- 7) args, n, g (in the Details class)
name in the Greeting class
- 8) 7 methods - main(Strin[] args), println, getName(), setName(), nextLine(), print, nameWithGreeting(String name)
- 9) println, print (in the PrintStream class)
nextLine() – in the Scanner class
- 10) getName(), setName(), nameWithGreeting()
- 11) nextLine() --- return a string,
nameWithGreeting(String name) --- return a string
grtName() --- return a string
- 12) main(String[] args)
println (String),
print(String)
nameWithGreeting(String name)
- 13) java.util package – only import Scanner class

java.lang package – import String and System classes

14) 3 – 4 – 5 – 16 – 17 – 18 – 19 – 6 – 7 – 23 – 13 – 14 – 15 – 24 – 25 – 8

15) Building blocks of java – classes, interfaces, enum

16) There are two elements in java class. They are variables and methods. Variables are introducing as attributes and methods are introduced as behaviors. Together they are members.

17) Objects are created from classes

18) A collection of classes, interfaces and enum files are called java source code.

19) A collection of objects in computer's memory which are communicating each other.

20) byte – 8 bits

short – 16bits

int – 32 bits

long – 64 bits

float – 32 bits

double – 64 bits

char – 16 bits

boolean – bit

21) Compiler assigns default values to global variables if they have not been assigned values at compile time. But compiler never assign values to local variables at compile time.

22) Short takes negative and positive values. Char only takes positive values.

23) Java compiler assigns default values to global variables at compile time

24) Public, protected, private, default

25) Public – public

Protected – protected

Private – private

Default – no keyword