1. What are the two categories of data in Java?

2. What is a class?

3. What is an object?

4. What are the 3 main parts of a class?

5. Write out the Java syntax for a class header

6. Which of the following are invalid class names? Identify the problems with the invalid names

Rectangle

circle

Small Square

Large\_square

MediumSquare

3DBox

Box3D

String

7. What is a constructor that has no arguments called?

8. Write out the Java syntax for a no-args constructor

9. How do you set the default values in a class?

10. What does the this keyword do?

11. What does the static keyword mean when applied to a...

**variable:**

**method:**

12. What is a static reference?

13. What are getters and setters?

14. Why is it helpful to make a class’s fields private and use getters and setters instead of allowing the fields to be manipulated directly?