**Chapter 3 Introduction to Parameters and Objects Questions**

Section 3 Objects up to Scanner objects

1. A purpose of a class is to be able to use methods on objects
2. A class is like a formula of what the object will look like. We create objects that match this \_descriptiom.
3. An object is a programming entity that contains state (data) and behavior (methods).
4. We refer to an individual object as a(n) instance of the class.
5. Why do we have objects? So that we can store data and methods in reference variables
6. Using objects is the same as using primitive types. True / False. false
7. String objects have a lot of methods that only apply to strings. Therefore, they are not the best example of how objects work.
8. What is the general syntax for calling a method of an object? <name>.<method>();
9. Write the statement needed to create a String object named month and initialize it to “October”. String month = “October”;
10. Write the statement needed to find the length of the variable month in the previous question and assign this value to a variable named numCharacters.

Int numCharacters = month.length();

1. An index is an integer used to specify a location in a sequence of values. Java generally uses zero-based indexing.
2. What is printed as a result of executing the following statements? 4

String season = “summer”;

System.out.println(“season.indexOf(“e”));

1. What is printed as a result of executing the following statements? n V

String school = “Mountain View”;

System.out.println(school.substring(7,10);

1. A final object is an object whose value cannot be changed.