Paul Hoang - Week 6 Homework Part 2 – Exercises 3.1 and 3.4

3.1 Fill in the blanks:

1. Each class declaration that begins with keyword: *public* must be stored in a file that has exactly the same name as the class and end with the.java file name extension.
2. Keyword: *class* in a class declaration is followed immediately by the class’s name.
3. Keyword: *new* requests memory from the system to store an object, then calls the corresponding class’s constructor to initialize the object.
4. Each parameter must specify both: *type* and *name*.
5. By default, classes that are compiled in the same directory are considered to be in the same package, knows as the: *default package*.
6. When each object of a class maintains its own copy of an attribute, the field that represents the attribute is also known as: *instance variable*.
7. Java provides two primitive types for storing floating-point number in memory: *float* and *double*
8. Variables double type represent: *double precision* double floating- point numbers.
9. Scanner method: *nextDouble* return a double value.
10. Keyword public is an access: *modifier*.
11. Return type: *void* indicates that a method will not return a value.
12. Scanner method: *nextLine* read characters until it encounters a newline character, then returns those character as a String.
13. Class String is in package: *java.lang*.
14. An: *import declaration* is not required if you always refer to a class with its fully qualified class name.
15. A: *floating-point number* is a number with decimal point, such as 7.33, o.o975 or 1000.12345.
16. Variables of type float represent: *single-precision* floating-point number.
17. The format specifier: *%f* is used to output value of type float or double
18. Types in java are divided into two categories: *primitive* types and *reference.*

3.4 Explain the purpose of method parameter. What is difference between a parameter and an argument?

A parameter is a variable in method definition. When a method is called, the arguments are the data that pass into the method’s parameters.

* Parameter used in function method definition.
* Argument used in function/method call.

Example: public class Math{ public static int add(int x, int y) { // x , y are parameters here } } public static void main (String{} args){ int x = 10; int y = 20;

Int sum = add (x, y); // x , y are argument here

System.out.println (“Sum is: “ =sum);

}

}