Complete questions #1 - #5, #11

1. A)
number
firstName
anything4
speed5time

B)
First name (illegal; because it consists of a space)
23anything (illegal because it starts with a number)
Int (illegal because it is a reserved command and function in Java)
Speed-time (illegal because it has a hyphen: only numbers, digits, underscores and dollar signs are permitted)

2.
A)
int numBeads;
numBeads = 5;

B)
int numBeads = 5;

3.
A) 13
b) 11

4.
A) int
B) int
C) double
D) boolean
E) char

5.
A)
Primitive Data Type: can store simple values directly in memory. (Ex. Boolean, char, int, float, double, etc)

Abstract Data Type: they story memory addresses of objects. (Ex. String, Class, Interface, ect)

B)
A class is like the blueprint for creating objects, it defines what the object will be like. It can be categorized as an abstract data type.

11.
A) y = j *(int)(k +0.5);
B) y = (double)j*k;
C) z = k * k; (no type casting needed since all are variables are double)
D) j = (int)(k +0.5);
E) k = (double)j ;
F) y = j + 3; (no type cast needed, all variables are int)