Chapter 8: Designing Classes   Name _____

Complete the following questions as you read chapter 8.

1. Class names should always be a _____ (choose noun, verb, or adverb).

2. When is a class cohesive?

3. What is a mutator method?

4. What is a mutator method's return type?

5. What is an accessor method?

6. Give an example of a name of an accessor method if a class has an instance variable that stores a person's height.

7. List two side effects to avoid when creating classes.

    a.

    b.

8. True or False: A method can mutate an object when it receives a reference to it as an argument.

9. True or False: In Java, a method can never change the contents of a primitive type variable that is passed as an argument because the method will manipulate a different copy of the value.

10. What kind of variables belong to a class, not an object of the class and should always be declared as private?

11. What kind of methods are not invoked on an object, like when using the Math class.

12. Instead of using the code Math.pow(2,3) to calculate the cube of 2, you can use pow(2,3) if you import the math class. What import statement would you write?