1. R8.6: Look at the public interface (API) of java.lang.System and discuss whether or not it is cohesive. Can you classify this type of class?
   1. I think that the java.lang.System isn’t cohesive because all of the methods within the class are not used for a very similar purpose. I would classify it as a Utility class because while they all might use the System they are not considering a similar concept.
2. R8.12: Pick 10 methods in Java's Rectangle class that are not constructors and classify them as an accessor, a mutator, or neither.
   1. add(int newx, int newy) : mutator
   2. contains(int x, int y) : accessor
   3. getBounds() : accessor
   4. grow(int h, int v) : mutator
   5. intersection(Rectangle r) : accessor
   6. setLocation(Point p) : mutator
   7. toString() : accessor
   8. union(Rectangle r) : accessor
   9. getWidth() : accessor
   10. getHeight() : accessor
3. R8.14 & R8.15: Which of the following Java classes are immutable? If a class is mutable, specify a method in the class that makes it so.
   1. Integer : immutable
   2. String : immutable
   3. Random : immutable
   4. PrintStream : mutable : append(char c)
4. R8.19: Consider the following method that is intended to swap the values of two integers. Why doesn’t the method successfully swap two int variables passed to it?
   1. The method doesn’t successfully swap the two int variables passed because the method cannot change the value of a primitive data type because they are immutable.