

1. The only way for client-side code to get an instance of a class is to directly use the “new” operator. [T/F]
2. Java supports variable-length arrays. [T/F]
3. To use a class that's in a package requires that you use an import statement for that class. [T/F]
4. Arrays were deprecated in Java 9, in favor of the Java Collections Framework. [T/F]
5. What is the difference between a class and a public class?
6. How do you determine the number of elements in an array?
7. How do you change the value (the characters) of a String?
8. Why is it generally *not* safe to compare String objects with == ?
9. List a few of the wrapper classes. Why do we have them? (there are a few reasons)
10. What is the relationship between package names and package directory structures?
11. What is a package?
12. Why do we use packages? (Try to come up with 3 reasons,)
13. What is autoboxing and how does it work?
14. Explain how type-safe enums solve the problem of having an attribute constrained to a set of fixed values.
15. What is the difference between String, StringBuffer, and StringBuilder?
16. What is an immutable class? Why are they so difficult to write?
17. When a class member (field, ctor, method) is not designated as 'public' or 'private', what does that mean