1. Done
2. Today we practice writing methods
3. Done
4. It does compile.
5. Today we practice writing methods

Object 1 is:

Practice@6e3d60

//object 1 returns practice with an address

1. Done
2. Today we practice writing methods

Object 1 is:

Number is: 6 Thing is: $

Number is: 6 Thing is: $

//Practic.java separates 6 and $ as separate integer and character

1. Done
2. Today we practice writing methods

Object 1 is:

Number is: 6 Thing is: $

Number is: 6 Thing is: $

This is a cute little method that only prints things

First we will print the value of the integer: 6

Now we print the character: $

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

1. Today we practice writing methods

Object 1 is:

Number is: 6 Thing is: $

Number is: 6 Thing is: $

This is a cute little method that only prints things

First we will print the value of the integer: 6

Now we print the character: $

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

This is a cute little method that only prints things

First we will print the value of the integer: 34

Now we print the character: #

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

//it prints the second half twice

//because the code requested by the story twice

1. Done
2. Today we practice writing methods

Object 1 is:

Number is: 6 Thing is: $

Number is: 6 Thing is: $

This is a cute little method that only prints things

First we will print the value of the integer: 6

Now we print the character: $

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

This is a cute little method that only prints things

First we will print the value of the integer: 34

Now we print the character: #

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

MyNum is: 46656

1. long MyPhrase=myObject.SixTimes();

System.out.println("MyPhrase: "+MyPhrase);

Today we practice writing methods

Object 1 is:

Number is: 6 Thing is: $

Number is: 6 Thing is: $

This is a cute little method that only prints things

First we will print the value of the integer: 6

Now we print the character: $

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

This is a cute little method that only prints things

First we will print the value of the integer: 34

Now we print the character: #

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

MyNum is: 46656

MyPhrase: 1544804416

1. public int setNumber(int real)

{

Number = real;

return Number;

}

1. String given;

System.out.println("Please type an integer");

given=Fred.nextLine();

System.out.println("And another one, please");

given=Fred.nextLine();

1. It does not make a difference because Fred is just the variable name of what the user inputs
2. System.out.println("Please type an integer");

int num=Fred.nextInt();

object1.setNumber(num);

System.out.println("And another one, please");

num=Fred.nextInt();

object1.setNumber(num);

1. System.out.println("Please type an integer");

int num=Fred.nextInt();

object1.setNumber(num);

System.out.println(object1.toString());

System.out.println("And another one, please");

num=Fred.nextInt();

myObject.setNumber(num);

System.out.println(myObject.toString());

//output

Please type an integer

2

Number is: 2 Thing is: $

And another one, please

4

Number is: 4 Thing is: #

//no

1. Practice one=new Practice(27,'@');

Practice two=new Practice(16,'&');

System.out.println(one.toString());

System.out.println(two.toString());

1. Today we practice writing methods

Object 1 is:

Number is: 6 Thing is: $

Number is: 6 Thing is: $

This is a cute little method that only prints things

First we will print the value of the integer: 6

Now we print the character: $

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

This is a cute little method that only prints things

First we will print the value of the integer: 34

Now we print the character: #

Number and Thing are called instance variables

This is a method called "Story"

... And now we are done :)

MyNum is: 46656

MyPhrase: 1544804416

Please type an integer

2

Number is: 2 Thing is: $

And another one, please

3

Number is: 3 Thing is: #

Number is: 27 Thing is: @

Number is: 16 Thing is: &

1. done