Exercise 6.1

1. Class is a static piece of code that consists of attributes which don’t change during the execution of a program. An object refers to an actual instance of a class.
2. Java assumes that it is okay to delete them from memory.
3. 1) behavior 2) identity 3) state
4. A client’s interactions with a server are limited to sending it messages, so consequently a client needs to know nothing about the internal workings of a server.
5. Contain only constants, method signatures, default methods, static methods, and nested types. Method bodies exist only for default methods and static methods