**Chapter 2 Review Questions**

What is a function? Give an example

As stated in the book on the page 191 functions (which are known as static methods in Java) are important because they allow us to clearly separate tasks within a program and because they provide a general mechanism that enables us to reuse code. An example is public static void main(String[] args).

What is a class? Give an example

According to codeacademy a class is a blueprint or template for objects in Java. They detail the general structure and data for an object including information such as properties, attributes, and method behavior. An example of this is class ClassName.

What is an object? Give an example

According to the website geeksforgeeks an object is a basic unit of Object-Oriented Programming and represents real-life entities. They are the instances of a class that are created to use the attributes and methods of a class. An example of an object according to W3schools is in real life, a car is an object. The car has attributes, such as weight and color, and methods, such as drive and brake.

What is OOP?

According to geeksforgeeks OOP stands for Object-Oriented Programming refers to languages that use objects in programming, they use objects as a primary source to implement what is to happen in the code. Objects are seen by the viewer or user, performing tasks you assign. It aims to implement real-world entities like inheritance, hiding, polymorphism in programming.

What is functional programming? Give an example

Geeksforgeeks states that functional programming is a declarative style of programming rather than imperative. The basic objective of this style of programming is to make code more concise, less complex, more predictable, and easier to test compared to the legacy style of coding. A basic example found on stack overflow is

List.of(“abc, “def”).stream().forEach(element -> System.out.print.ln(element));