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Assignment 1

2017.01.24

2.1 A class is the set of instance variables, constructors and methods that define its characteristics and behaviors while an object is a specific instance of its class.

2.3 A class's public interface is simply a list of the available methods that a class can access. Basically it tells a programmer what can be done with a class while the implementation of a class is the actual definition of each of the methods in a class's public interface.

2.5 The value of mystery is 0.

2.7 In Java, an = symbol is called an assignment operator, meaning it assigns specific values to specific objects, variables, etc. This is different from mathematics because an = symbol is meant to represent the result of a particular expression.

2.9 String message = "hello";
message = message.toUpperCase();

2.11 String message = "hello, world";
for (int i = 0; i < message.length; i++)
{
 message.replace(",", "");
 message.replace(".", "");
 message.replace("!", "");
 message.replace("?", "");
 message.replace(":", "");
 message.replace(";", "");
}