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① Class Vector
{
[redacted]
private int x;
private int y;
private int z;

ⓐ Public Vector (int newX, int newY, int newZ)
{
x = newX;
y = newY;
z = newZ;
}

ⓑ Public int Length()
{
return x + y + z;
}

ⓒ Public Void Zero()
{
x = 0;
y = 0;
z = 0;
}

ⓓ Public String toString()
{
return "(" + x + ", " + y + ", " + z + ")";
}

}

② [redacted]

```
Void main()
{
    [redacted]
    Scanner scanner = new Scanner(System.in);
    while(scanner.hasNextLine)
    {
        System.Out.Println( Scanner.NextLine()
            [redacted]
            .toUpperCase());
    }
}
```

B

(3)

```
int differ(String word)
{
    Node currentNode = first;
    int runningSum = 0;
    while (currentNode != null)
    {
        if(currentNode.data.compareTo(
            word) != 0)
        {
            ++runningSum;
        }
        currentNode = currentNode.next
    }
    return runningSum;
}
```

(4)

```
Public Scanner Open(String fname)
{
    Scanner Sc;
    try
    {
        Sc = new Scanner(new File(fname));
    }
    catch(Exception e)
    {
        return null;
    }
    return Sc;
}
```

(5)

(a) access modifiers, other Modifiers, return type, Name, and parameters.

(b) a generic is basically a type parameter. You may want to store multiple types of variables with a linked list and you can use a generic.

(c) a class is a definition of an object where an object is an instantiation of a class of object.

(d) a toString method is a way of returning a String detailing an object. there is one on the base object class but it can be overriden in subclasses