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java software solutions chapter 4 test. STUDY. PLAY. class. the model, pattern, or blueprint from which an object is created. attributes. the properties that describe an object. behavior. what an object does. state of being. defined by the objects attributes. members of a class.

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1. Sum of numbers Write a program that asks the user for a positive nonzero integer value.

#### **4.1. Sum of Numbers - Java**

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```
try {PrintWriter out = new PrintWriter(new FileOutputStream("memo.xml")); out.println("<?xml  
version='1.0' ?>"); out.println(""); out.println("<!DOCTYPE memo SYSTEM ...
```

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