**Pick one of the listed categories and name three more objects that it might include.**  
  
**Category: Outside Objects**  
  
Object 1: Shovel Object 2: Rain barrel Object 3: Lake

**Think of an unlisted category and identify five objects that it might include.**  
  
**New Category:  Sports Stuff**  
  
Object 1: Tennis Racket Object 2: Football Cleats Object 3: Baseball Bat  
  
Object 4: Football Object 5: Jersey

**Pick any object and make a list of five "sub-objects" the category might contain. For example, a dancer object is itself a category and could include a folk dancer, a Salsa dancer, a ballroom dancer, break dancer, and an ice dancer, etc.**  
  
**Object: Shovel**  
  
Sub-Object 1: Spade   Sub-Object 2: Snow Shovel Sub-Object 3: Flat Shovel

Sub-Object 4: Sand Shovel Sub-Object 5: Hole Digger

**Pick any object and list four of its physical characteristics (i.e. attributes) and two things it can do (i.e. behaviors). In terms of "behaviors," think in terms of actions (verbs). For example, dancers can spin, dogs can bark, boats can sink. Don't be too literal with the term behavior; have some fun with it.**  
  
**Object: Cruise Ship**  
  
Attribute 1: Steering Wheel     Attribute 2: Captain  
  
Attribute 3: Windows     Attribute 4: Decks  
  
Behavior 1: Sailing    Behavior 2: Transporting People

**In your own words, given what you know now, how do you define an object?**

An object is a single item that has attributes (color, size) and can perform certain actions (run, sail, fly). Objects can have sub object (i.e vehicles, airplanes and cars). Objects in Java are instances of a class, which is a template for objects