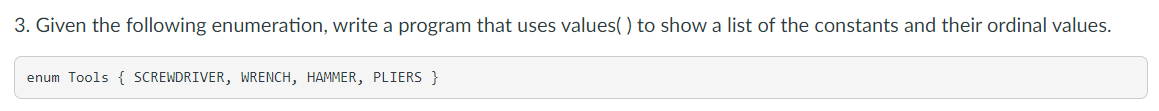


1. Enumeration is when you can declare a unique type of variable that has fixed values. An example of an enumeration can be the lights at a stoplight, GREEN, YELLOW, and RED.

Logo

Description automatically generated with medium confidence

1. All enumerations inherit the enum class.



A screenshot of a computer

Description automatically generated with medium confidence

Text

Description automatically generated

(Typed up on IntelliJ)



5. Boxing: The process of encapsulating a value within an object

Unboxing: The process of extracting a value from a type of wrapper

Autoboxing: the process by which a primitive type is automatically encapsulated (boxed) into its equivalent type of wrapper whenever an object of that type is needed

Unboxing: the process by which the value of a boxed object is automatically extracted (unboxed) from a type of wrapper when its value is needed

The effect of autoboxing and unboxing are rounding and truncating a value.

Note: I copied the definitions verbatim from the textbook!

Graphical user interface, text, application, chat or text message

Description automatically generated

Short val = 123

Logo

Description automatically generated with low confidence

7. Essentially, you can use a class’s methods without instantiating an object. All you must do is write the class’s name, proceed by the dot operator, and then the method you want to use.

Timeline

Description automatically generated

8. The static keyword proceeds “import” to access a static method in the integer class called parseInt().



A: It is not good to bring all static members because this can cause collisions and errors with your source code; instead, it is better to import a specific static method to avoid potential problems.



The annotations are syntactically based on the interface. It will only include method declarations.

@interface MyNum

{

int value1();

}

11. Marker annotations are annotations that do not have parameters.

12.



False