

Unit 10_010.010 – The Object Class

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1. Why is the Object class important?
2. What does the `.toString()` method do? Why is it considered a "magic method?"
3. What data type does the `.hashCode()` method return?
4. What data type does the `.equals()` method return? How does the `.equals()` method relate to the `.hashCode()` method?

Unit 10_010.020 – The Namespace Problem

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5. What is a Namespace?
6. Why can variables have the same name in different methods?
7. When is it OK for two methods to have the same name (and signature)?

Unit 10_010.030 – Namespaces and Package Names

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8. In the following url, "woz" is the name of a server. Identify the TLD, SLD, and the subdomain.

`https://woz.csmp.missouriwestern.edu`

9. Suppose you work for a company that used the subdomain `code.ajax.com`. How would you start the package names for your company?

Unit 10_010.040 – Creating a Class

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10. What is the base name for packages you create in this course?
11. What file do you right-click on in order to make a package in the current project?

Unit 10_010. – Fields and toString

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12. Are the variables representing the fields declared inside a method?
13. Are the fields declared static?
14. Is the toString() method static?
15. What is the return type of the toString method?
16. What are the parameters of the toString method (trick question!)
17. Does the toString() method print?
18. Is it normal to put a at the end of the string that is returned by toString()?
19. What String method may be used to format the output for the String method.

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Please write any lingering questions you have here.