In the Objects vs. Primitives lecture, I misspoke when I said "primitives don't have state."  Hopefully the correct definition was understood from my subsequent descriptions!  Regardless, I should clarify that what I meant to say was primitives don't have multiple pieces of state (which is possible with an object).  Primitives **only** have state (no methods), and they are limited to **one** piece of state.

For example, the following is illegal:

int chaptersToStudy = 3, 4, 5; // ILLEGAL

A primitive may only store one value:

int chapterToStudy = 3; // LEGAL