Chapter 3 Homework

Multiple Choice

1. A	6. B	11. A
2. A	7. A	12.C
3. D	8. D	13. D
4. C	9. C	
5 B	10 B	

True and False

14. True	16. False	18. True
15. True	17. True	19. False

Find the Error

2. Corrections highlighted.

```
public int total(int value1, int value2, int value3)
{
    return value1 + value2 + value3;
}
```

Algorithm Workbench

```
Book Class
                                                                       C.
                                                                                             Book
                                                                             -title: String
    a. public Book(String title, String author,
                                                                             -author: String
-publisher: String
-copiesSold: int
                          String publisher, int copiesSold)
         {
                                                                            +getTitle(): String
+setTitle(in title:String): void
               this.title = title;
                                                                             +getAuthor(): String
+setAuthor(in author:String): void
               this.author = author;
                                                                             rsetAuthor(in author:String): void
+getPublisher(): String
+setPublisher(in publisher:String): void
+getCopiesSold(): int
+setCopiesSold(in copiesSold:int): void
               this.publisher = publisher;
               this.copiesSold = copiesSold;
                                                                             +Book(in title:String,in author:String,
in publisher:String,in copiesSold:int)
    b. public String getTitle() { return title; }
         public void setTitle(String title) { this.title = title; }
         public String getAuthor() { return author; }
         public void setAuthor(String author) { this.author = author; }
         public String getPublisher() { return publisher; }
         public void setPublisher(String publisher) { this.publisher = publisher; }
         public int getCopiesSold() { return copiesSold; }
         public void setCopiesSold(int copiesSold) { this.copiesSold = copiesSold; }
```

Short Answer

- 1. A class is the blueprint from which an instance is created.
- 2. A class is the blueprint, an object is the house.
- 3. An accessor reads the class's private member variables. A mutator writes to them.
- 4. Hiding the internal workings of a class allows one to change the implementation while maintaining backwards compatibility.
- 5. Only methods of the class have access.
- 6. new creates an instance of a class.