CRTP70

Q1: a) Length, size, main, argos
b)1helloworld✗ (Must begin with a letter or underscore_
User name✗(Must not contain spaces)
Last-name✗(Can only contain letters, digits, and underscores)
class(int, double, else, while, if..)✗(Cannot use keyword as a name)

Q2: a) int numBeads;
      numBeads = 5;
b) int numBeads = 5;

Q3: a) 13
b) 11

Q4: a) int
b) double
c) int
d) double
e) boolean
f) char

Q5: a) A primitive data type is more elementary and it's more basic, instead an abstract data type can solve complex and high-level problems. It built upon primitive types to create more complex and organized data structures.
b) A class is a blueprint, it's a logical construct that defines a type.
An object is a concrete realization of that blueprint, it's a physical entity, an instance of a class.