

True/False

1. Two methods with the same name but different parameter lists are examples of overloaded methods.
2. It is a good idea to alias object variables especially as a beginner programmer.
3. In the declaration statement `Bug flik;` `flik` is an object variable.
4. An object reference is sometimes referred to as a "memory address."
5. The statement `Bug flik = new Bug();` is valid and compiles with no errors assuming there is a `Bug` class with a default constructor.
6. The state of an object has to do with its attributes and not its behavior.
7. Constants in a regular class are generally `private` rather than `public`.

Fill-in-the-Blank

9. Another name for a modifier method is a(n) _____ method.

Write the Code

10. You will have to fill in the parts of a class like you did on Parts of a Class Worksheet #1
11. You will have to fill in the implementation of a class (i.e. the statements in the body of the methods) like you did on Complete the Class Worksheet #2
12. You will have to trace some static methods like you did on Tracing Static Methods Worksheets #1-3 so review those worksheets.
13. You will have to do a few "computer number systems" addition & conversion questions like you learned in Unit 1.