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a. Superhero, Superman Class: Superhero, Object: Superman

b. Justin, Person Class: Person, Object: Justin

c. Rover, Pet Class: Pet, Object: Rover

d.

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Attributes. The properties that  
describe an object. State of being.  
what an object's properties define.

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Class: the model, pattern or blueprint from which an object is created.  
Members.

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loop. strawsOnCamel++; timer--; You  
need to write a loop that will repeat  
exactly 125 times. W.... You need to  
write a loop that will keep reading



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- method declaration, invocation, and parameter passing
- method overloading
- method decomposition
- graphics-based objects

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4.1 Write a method called  
randomInRange that accepts two  
integer parameters representing a  
range. The method should return a



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random integer in the specified range  
(inclusive).

CHAPTER 4 - Java Software Solutions  
4e Lewis and Loftus ...

Chapter 4. English statements  
translated into logical tests:  $z \% 2 == 1$ ;  $z \leq \text{Math.sqrt}(y)$   $y > 0$ ;  $x \% 2 \neq y \% 2$

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2; y % z == 0; z != 0; Math.abs(y) >  
Math.abs(z) (x >= 0) == (z < 0) y % 10  
== y; z >= 0; x % 2 == 0; Math.abs(x -  
y) < Math.abs(z - y) Results of  
relational expressions: true; false;  
true; false; true; false; false; true; true;  
Correct syntax for if statement: e. if (x  
== y)

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Lewis & Loftus, Java Software  
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been moved to a new Chapter 8. The  
new Java 1.5 Scanner class is

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4 introduced in Chapter 2 and is used to perform simple input operations. Chapter 4 (Input/Output: Designing the User Interface) has been completely written. Rather than relying primarily on applet interfaces, as in the second edition, this new chapter provides indepen-

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