

3 Writing a class — Part 1 — Answers

Answers

Work through these after you have tried the questions yourself.

2.1 a class is a blueprint describing what objects hold and do; an object is a specific thing built from that blueprint.

2.2 the data values each object of the class stores.

2.3 it sets up a new object (gives its fields their starting values) when you use `new`.

2.4 `Student b = new Student("Ben", 70);`

2.5 the class is just a blueprint, so each `new` builds a separate object with its own copy of the fields.