

Solutions

Each answer shows the steps, then the **result**.

2.1

- how to use a class (without knowing its internal details)

2.2

- a collection of prewritten classes that can be reused

2.3

- it saves work and supports abstraction

3.1 B

3.2 B

3.3

(a)

- the API

(b)

- it saves writing code from scratch

(c)

- the AP Java Quick Reference