

Solutions

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

2.1

- it returns the value of an instance variable

2.2

- it changes the value of an instance variable

2.3

- it sends a result back to the caller

3.1 B

3.2 B

3.3

(a)

- an accessor (getter)

(b)

- `int`

(c)

- change (set) the score