

1 Objects, Strings, and methods – Part 2

—Answers

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Work through these after you have tried the questions yourself.

2.1 an object is a thing in a program that bundles together some data and the methods (actions) you can perform on it.

2.2 7.

2.3 "PROG" (characters 0,1,2,3; index 4 excluded).

2.4 "GRAM" (from index 3 to the end).

2.5 'P' (the first character).