

3 Scope, methods, and references — Part 2 —Answers

Answers

Work through these after you have tried the questions yourself.

2.1 the region of a program where a particular name (variable) can be used.

2.2 only inside the method (or block) where it is declared.

2.3 12.

2.4 yes —the method receives a reference to the same object, so a change to its field is seen by the caller.

2.5 no —the method receives a copy of the value, so changing the copy leaves the caller's original unchanged.