

The University of Melbourne  
Department of Computer Science and Software Engineering  
**433-254 Software Design**  
Semester 2, 2003  
**Tutorial 3**  
Week 4

1. What are instance and class variables?
2. Explain each of the following:
  - a. Creation of an object
  - b. Instance methods
  - c. Class constructors (with no and one/more arguments)
3. Explain why we are able to invoke `Math.sqrt(25.0)` without creating objects of the class `Math`.