

## Reflection Questions

In what package is the class `Class` found?

What methods can be used to create `Class` objects?

Explain the difference between `Byte.class` and `Byte.TYPE`.

How can we create an object of a class using a `Class` object for the class?

Explain the methods that produce the properties (contents) of a class.

Explain the value returned from the method `getModifiers`.

Name the classes found in the package `java.lang.reflect`.

Explain how we create an object using a `Constructor` object.

Give the signatures of the methods `getMethods` and `getDeclaredMethods` and explain their difference.

When does the method `getSuperclass` return **null**?

Describe the limitation on the use of array literals.

How can we bypass this limitation?

Explain how we can look at and change the fields of an object.

What can go wrong when we try to change the value of a field in an object?

How can we determine the component type and length of an array dynamically?

How can we create a new array dynamically?

Explain the method `arraycopy` in the `System` class.

How can we call a method whose name is not known until run time?

What are the properties of a functional programming language?

Which of these properties can be found in Java?

What is a higher-order function?