Key point: *The focus of this chapter is to introduce mathematical functions, characters, string objects, and use them to develop programs.*

Objectives:
- To solve mathematical problems by using the methods in the **Math** class (4.2).
- To represent characters using the **char** type (4.3).
- To introduce objects and instance methods (4.4).
- To program using characters and strings (4.5).
- To format output using **System.out.printf** method (4.6).