

PART 02:

1. super
2. private
3. Packages
4. import pkg.*
5. charAt()
6. length()

PART 03:

1. Real-world objects contain state and behavior.
2. A software object's state is stored in instance variables.
3. A software object's behavior is exposed through methods.
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as encapsulation.
5. A blueprint for a software object is called a class.
6. Common behavior can be defined in a parent class (or superclass) and inherited into a child class (or subclass) using the extends keyword.
7. A collection of methods with no implementation is called an interface.
8. A namespace that organizes classes and interfaces by functionality is called a package.
9. The term API stands for Application Programming Interface.