

## **#1 - 6, #9 and #11**

1. Private variables (radius and PI)
2. The same name as the class
3. Private does not allow other classes to see the variables/method, however 'public' is able to be seen by everyone
4. A
5.
  - a) Roo
  - b) x
  - c) public int getX
  - d) public void setX
  - e) public int factor
  - f) Roo
  - g) 5
6. A class describes what something is supposed to do or supposed to look like (a blueprint), while an object is something created based directly from the class created by 'new'
9.
  - a) z
  - b) x, y
  - c) y
  - d) y, x
11. Method overloading is when more than one method in a class has the same name, however its parameters must be different. Overriding methods are those in subclasses that overrule the superclass's methods.