

#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 superclasse's methods.