1) How can you tell a method is a constructor?

A method is a constructor when it has the same name as a class.

2) Would public void cheese() be considered a constructor?

Yes because it initializes all fields of a class. This function can also take empty parameters.

3) Does it make sense to have a private or void accessor method?

Private accessor will initiate only if certain conditions are met and if the user has access to the method. Voids can be changed by everyone.

4) Would public void setName() be a good mutator declaration?

No, it needs a parameter.

5) How can you tell the difference between instance and class variables?

The class variable has more variables in it. The instance has only 1 item.

6) Can we write name = name; in one of the Cheese constructors? What would it mean?

It would leave it blank

7) How can you tell which version of the constructor is being called?

You would have to check the parameters to see if it matches with any of them.

8) What does the “.” operator do for objects?

It used to access a member of a package or a class.

9) Can you use a loop to implement calcSubTotal?

No, don’t think so because there are certain numbers that should not be repeated. I could use a loop to calculate some of the discounts.

10) Can you tell when and where we do the recursion in run()?

The code would ask if the customer if they want to re-order. If they type 1 it will initiate the recursion.

11) What does this refer to?

It would check to the class and the next keyword and reference the keyword in the class.

12) What should be the value of numCheese when RunShop terminates (i.e., the output of the println statement)?

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13) Give the code to implement public void setName(String name) { … }.

“name = newName;”