1. Private data members, like radius and color, and any private helper methods

2. Same as the class

3. Public allows access from anywhere, private restricts access to only the class

4. Invalid, private variable.

5a. Roo
5b. x
5c. getX
5d. setX
5e. factor
5f. Roo
5g. 5 methods

6. Class: A definition or blueprint
Object: Runs off the blueprint that the class made

9. Y = instance
x= static
z=constant

11.Overriding = same method, subclass.
Overloading = same name, different parameters.