1. Which members of the Circle class are encapsulated?	The **private data fields** (like radius). Encapsulation means keeping the data hidden and accessible only through public methods.
2. What name must the constructor of a class have?	The constructor must have the **exact same name as the class** itself.
3. Explain the difference between the private and public access modifiers.	**Private** members are only usable within their own class, protecting the object's internal state. **Public** members can be accessed by any other class, serving as the interface.
4. Is dot.radius = 5; valid? Explain.	**Invalid**. Assuming radius is **private** (which it should be for encapsulation), it cannot be directly accessed or modified from code outside the Circle class.
6. What is the difference between a class and an object?	A **class** is the blueprint or template (the *idea* of a Car). An **object** is a specific instance created from that blueprint (your *actual* blue Toyota).
7. Band Festival Simulation: Appropriate OOP names?	* **a) the class:** Band
	* **b) the objects:** TheTwoToos, EggRolls, Goop (The specific instances)
	* **c) a data member:** SetList or BandName (The information stored)

	* **d) the method members:** TuneUp(), PlayMusic(), TakeABow() (The actions/behaviors)