Part2:

|  |
| --- |
| Guitar |
| * serialNumber : String * price : double * builder : String * model : String * backWood : String * toWood: String |
| + createSound() : void |

|  |
| --- |
| Inventory |
| * guitar() : List<Guitar> |
| + addGuitar(guitar: Guitar) : void  + searchBySerialNumber(serialNumber : String) : Guitar |

Part4:

* What is stored in the static heap, stack, dynamic heap?

In static heap, class object and class variables are stored

In dynamic heap, the object are store.

In stack, the methods call local variables and object reference are stored.

* What are objects in the program?

The object in the program is obj1 and obj 2.

* What is the state of obj1, obj2?

The state of obj1 is empty values for all fields

The state of obj 2 is the value assigned during its constructor.

* Do you access all fields of obj1 in the class Tester.java? Why?

No because obj1 fields are private and we can access all field of obj1 in its class.

* What is the current object when the program runs to the line “obj2.createSound();”?

Obj2.

* In the method main, can you use the keyword “this” to access all fields of obj2? Why?

No, because main is a static method and main is a Tester class not in Guitar class.