**Part 2:**

|  |
| --- |
| Guitar |
| \_serialNumber: String  \_price: Double  \_builder: String  \_model: String  \_backWood: String  \_topWood: String |
| +createSound(): void |

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

**Part 4:**

**\_What is stored in the static heap, stack, dynamic heap ?** \_Static heap, the class object and static variables are stored.

\_Stack, the method calls, local variables, and object references are stored.

\_Dynamic heap, the object are stored.

**\_What are objects in the program?**

\_The objects in the program are obj1 and obj2.

**\_What us the state of obj1 and obj2?**

\_obj1 is empty values of all fields

\_obj2 is the values assigned during its contructor

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

\_NO

\_obj1’s fields are private and we can access all fields of obj1 in its class

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

\_It’s object 2.

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

\_NO

\_main is a static method and main is in Tester class, not in Guitar class