1. Members that are declared private are encapsulated they're members that are hidden from external access.

2. The constructor must have the same name as the class

3. The difference between private and public access modifiers: public: these are accessible from any other class. Private: only accessible within the class

4. Dot.radius = 5; is invalid because if radius is private access directly wouldn't be allowed if the radius was public it would be valid

5. a) name of class: Roo
b) name of data member: x
c) access method: getX()
d) modifier method: setx(int z)
e) helper method: factor()
f) name of the constructor: Roo
g) Number of methods members: 4 (setx, getx, calculate, factor)

6. Difference between a class and an object: class: a blueprint or like a template for creating objects

Object: an instance of a class with actual data inside of it

9. a) constant data member: z (declared with the final)
b) variable data members: x and y
c) instance member: y(non-static)
d) class member: x and z (static members)