1:
Circle, setRadius, area, getRadius

2:
Same as the class name

3:
Public will run when code is ran, private has to be called upon

4:
Yes it is valid because both codes are in the same class

5:
A:
"Roo"

B:
x

C:
GetX

D:
SetX

E:
Calculate

F:
Roo

G:
5 members

6:
Object is an instance of a class

9:
A:
z has the "final" keyword so it will stay constant

B:
y, x both are NOT final

C:
y is NOT static, so each "instance" is different

D:
x, z ARE static, this means that they are shared across the class

11: overriding is replacing to be more specific (ex. Noodles replace the word Food in "People eat Noodles") and overloading is having the same name but different parameters (ex. integer, string, double)