Review

3.1 Interfaces are a reference type that only contains constants, method signatures, and nested types. Implementations are data objects used to store collections.

3.2 Encapsulation is restricting access to some of the objects components. This is helpful when dealing with private data.

3.3 The extent of the private reserved word is to keep the information away from the testers of the class.

3.4 Two choices for instance variables could be aplus and balone.

3.5 Two different sets of instance variables can be nineam or three30pm.

3.6 The programmers in the time class need to use the new strategy.

3.7 Yes. You can’t change it after it’s initialized in the tester class in another way.

3.8 a. Create a separate method whose parameters adds or sets the initial balance.

b. No, you would have to contruct the BankAcccount constructer.

3.9 It does not have a reset method because the amounts inputted are meant to be recorded to be possibly edited at a different time.

3.10 You would have a negative balance.

3.11 This reference variable refers to the object in the class it is in. You would use this when using the object within its class.

3.12 The following method adds and subtracts amounts to the balance object.

3.13 public void getBalance

{

return balance

}

3.14 First you need to remove or comment out the private int area;

In public square

double area = sideLength\*sideLength;

3.15 Side length is a variable and not a method