1. The buffer is the extra words left over if the next method is used.
2. Use the final keyword, underscores, and all caps for a constant.
3. The final keyword makes the constant unchangeable later in the code.
4. The nextDouble method will give you a decimal value between 0 and 1.
5. Math.pi is not a method.
6. The DecimalFormat will format doubles to a specific number of digits. It is used to display a better-looking number.
7. A static method is one that gets called on the name of a class. An instance method is one that gets called on the object.
8. Math.pow(distance,2)
9. random.nextInt(2000000001)
10. Static uses classes which are capitals, so static is capital and instance is lowercase.