1.

DrawingBox myBoard;
This declares that there is now a variable of the type DrawingBox with the name myBoard.
in the memory a byte for the variable is claimed.

myBoard = new DrawingBox();
This is constructing a new DrawingBox for the variable called myBoard.
In the memory the entirety of the method DrawingBox from the class CSLib is copied to another location,
and a pointer to the start of the method is made where the variable myBoard is stored.

myBoard.setVisible(true);
This uses a method from the java.awt.component class to send the input (which is a boolean) as true, which
shows or hides the component depending on the variable.
This stores that the variable for visibility in the myBoard is true.

myBoard.drawRect(320,230,120,180);
This draws the board with the input coordinates in the now shown myBoard.
This stores the input to the method drawRect at the specified variables (x,y,w,h)

2.

At 'myBoard = new DrawingBox();' The constructor is invoked
In the documentation it gives two options, one being no arguments, which uses the default title,
and the other using a string as an argument, which specifies the title of the board.

It represents a method in the DrawingBox class, and the first one is used because
it accepted 4 ints instead of one object.
The args represent the x and y coordinates and the width and the height of the rectangle.