Jesus Ruiz Ramos

CSE 220 HW 2 Questions

a. Private variables are controlled by the class or method of which they are a part of. Instance variables are declared as part of the class and can be used by any of that class's methods. Local variables are used within a local scope like temporary variables that are used just for executing a method like a counter for a for-loop.

b. By making an instance variable private you are defining this function as only being used within the current class.

c. Static means that a method can be accessed by other methods within the same class without needing to create a new class object. Private means that it can be controlled by the assigned class. Final means that a variable is a constant and cannot be changed.

d. Constructors are methods that allow the creation of an object given a certain number of parameters. For example, a class named Circle will have a method called Circle() which is the constructor. This object will inherit all the methods and values of the Circle class. Overloading is the concept of allowing the creation of this object with different values. For example, the Circle could be created with just a radius {Circle(radius)}, with a radius and a color {Circle(radius, color)}, or a radius, color, and label {Circle(radius, color, label)}. Overloading means that as more parameters of the Circle() method are covered, the object will be constructed with the corresponding constructor.