**Assessment Questions**

* 1)  How can you tell a method is a constructor?

-You can tell that a method is a constructor by the method only having the word ‘public’

meaning that it can be used anywhere.

* 2)  Would public void cheese() be considered a constructor?

-No, it would not because a constructor would need to both initialize and return information

where the ‘void’ would not be returning information explicitly.

* 3)  Does it make sense to have private or void accessor method?
* It would not make sense to have a private or void method because since other objects need to
* have access to these methods, it would make things impossible to get this information.
* 4)  Would public void setName() be a good mutator declaration?

No because to be a mutator the call has to be able to change whatever variable or method it is

being used in. By setting a mutator as a method, it would not change any of the information

due to the method just being another constructor.

* 5)  How can you tell the difference between instance and class variables?

Instance is what is happening inside a specific class whereas a class variable will be able to

be used by other classes by bypassing accessor’s. Which would be fine but with some possible

side-effects.

* 6)  Can we write name = name; and what would it mean?

We can rewrite it as this.name = name; and it would mean to initialize the variable from the

class that it is in rather than have it initialize the variable from another class.

* 7)  How can you tell which version of the constructor is being called?

It can be seen which constructor is being called based on how the calls are being written. It can

be seen which constructor has parameters and which don’t have parameters.

* 8)  What does the . operator do for objects?

It sets up the variable to receive a input/ a new value assigned to it.

* 9)  Can you use a loop to implement calcSubTotal?

You could since we want to make sure to that every cheese’s subtotal is calculated, we want to

make sure that it is iterated 3 times.

* 10)  Can you tell when and where we do the recursion in run()?

We do a recursion of run after redo has been initialized to value 1. After this, the entire run()

method is done again.

* 11)  What does this refer to?

refers to the current object.

* 12)  What should be the value of numCheese when RunShop terminates (i.e., the output of the println statement)?

The Total should be 2

13) Give the code to implement

public void setName(String name) { ... }.

public void setName(String newName) { // Mutator

name = newName;

}