1. Circle, PI, Radius, setRadius, newRadius, area, getRadius, circleArea.
2. The same name as the class
3. Private modifiers only let what they are modifying be used inside the class. Public modifiers let what they are modifying be used in anyother class.
4. It is valid.
5. Question 5
   1. Roo
   2. X
   3. getX
   4. Calculate()
   5. Factor()
   6. Roo
   7. 6
6. An object is an instance of a class. Objects have a lifespan classes don’t
7. Question 7
   1. Bands
   2. TwoToots, EggRolls, Goop
   3. tuneUp, music, bows
   4. TuneUp, PlayMusic, TakeABow
8. Question 8
   1. sportsTeam, teamSports, Team
   2. addTeamate(), getScore(), getTime()
   3. goals, timeLeft, players.
9. Question 9
   1. Z
   2. Y,x,z
   3. Y
   4. Y,x,z
10. Instance changes the state of an object, class methods are declared with static.
11. Overriding methods redefine the parameters whereas overloading methods changes the number of parameters while keeping the original.
12. It has a string data member.
13. It has already been done right so there is no likelyhood that the preused code that is already bug free can get a bug. Also it doesn’t take as much time then.
14. When one object sends info to another object.
15. Question 15
    1. True
    2. True
    3. True
    4. True
    5. False
    6. True
    7. True
    8. False
    9. False
    10. True
    11. False
    12. True
    13. True
    14. True
    15. False
    16. True
    17. True
    18. False