9.3.1

Overloading - The process of making multiple methods with the same name
have different types, orders, or the data is different.

Overriding
- Same method signatures
- In different classes
Overloading
- Method names are ~~different~~ the same
- Parameters are different.

9.3.2

Accessor - get/getter methods
Mutators - Setter methods

Inherited Instance variables are set to private, which doesn't allow the child
class to access them directly with dot-notation. Using getters and setters
methods is necessary to access the instance variables and their data.

~~synopsis~~ 9.4

When parent classes are overridden you cannot necessarily call it. The super.meth()
can be used to force call the parent method.

Super(); - Calls the super constructor when it's located in the first line
of the child constructor.
Super.method(); - Calls the parent's method (not constructors).

The super Keyword allows the superclass method to be executed and then
modify it in the subclass