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All exercises have been completed and are working

3.5 – to create a new instance of a object

3.6 – A default constructor will initialize all the objects properties with default values accordingly with its type

3.7 – A instance variable is the memory location of an instance of an object. Changing the instance does not affect the object definition, because after the object is instanced within a variable, it has its own ‘life’

3.8 – because those classes are imported from java language by default

3.9 – instancing an object that imports the scanner class

3.10 – Because with getter and setters, the properties of the object can only be read or write through a method, keeping the object scope and avoiding the program to overwrite/read values at will.