1. A method is a constructor if the class is the same name as the constructor.
2. void cheese() would not be a constructor because it has a return type.
3. Having a private or void accessor method makes it so that we cannot have its variables for the other code. Having it private makes it so that we cannot access these codes for other code.
4. setName() would not be a good mutator declaration because we need it to be that certain name and mutators are supposed to change code and we do not need that.
5. Instance is where it is private while class variables are public and can be shared to the rest of the code.
6. No we cannot. We need to have something like name = name.getName() or else it would be a compile error.
7. You can tell which constructor is being called because by seeing what parameters are connected to it.
8. . operator helps bring in a method
9. No, you cannot use a loop to implement it. Instead, we can use the constructors and methods that were made for it.
10. The recursion happens at the end if the user inputs 1.
11. This refers to the class that is being called.
12. The value of numCheese when it terminates should be 3 because we only have three shops in total.
13. public void setName (String name) {this.name = name}