

1. The minimal changes required to have this run is by changing Shop to ShopArr
2. Instead of using max, we can use cheese.length
3. We can tell which instantiation corresponds with which constructor because we have a cheese class with a mutator like setName and setPrice.
4. If the variables are changed, we can see that it is a mutator
5. The name will be Wrong Name
6. This is both private and void because this code is needed to be used by other code and help initialize
7. The difference is that ShopArr(int max) is that it uses the users input to initialize it while ShopArr() already has a fixed number for initializing it.
8. We can tell the number of iterations for each loop by knowing the max number of cheeses
9. We should not pass in cheese array pointers which are (cheese[]) because it is unnecessary
10. The value that will be printed by RunShop will be the max amount of cheeses that the user puts in