1. An object is an entity that has parameters. A class holds objects and the methods that mutate them.
2. The public interface is the structure and layout of the code. The implementation is the code written in the methods that mutate or return variables.
   1. Int price = 10;
   2. String description = “Sports”;
3. 0
4. -3
5. The = symbol is for declaration. The == is for equality.
   1. Public void setTest(int test) {}
   2. Public int getTest() {return test;}
   3. Public void setStrTest(String strTest) {}
   4. Public int getStrTest() {return strTest;}
   5. String greeting = “Hello”;
   6. greeting = greeting.toUpperCase();
   7. String greeting = “Hello”;
   8. greeting = greeting.replace(“Hello”,”hello”);
6. An object has set parameters. An object variable, or instance variable, is an object that has an instance of itself in each class.
   1. Rectangle rec = new Rectangle (4,5);
   2. Private int height = 0;
   3. Private int width = 0;
   4. Rectangle rec = new Rectangle (100,100,50,50);
   5. StringObj str = new StringObj (“Hello, Dave”);
   6. Rectangle object variables
      1. Private int x = 0;
      2. Private int y = 0;
      3. Private height = 0;
      4. Private width = 0;
   7. StringObj object variables
      1. Private String = “ ”;
   8. Square squ = new Square (10,20,40,40);
   9. Rectangle rec = new Rectangle (10,20,40,40);