The most frequent questions on assignment 4 are about static and non-static members of the two classes involved.

Here are the instance and static variables in my **DeluxePizza** class:

```
// instance variables
    private String size;
    private int cheeseTopping;
    private int pepperoniTopping;
    private int mushroomTopping;
    private boolean stuffedWithCheese;
    private int veggieTopping;

// The only static variable
    private static int numOfPizzas=0;
```

My driver class MamaNanciaPizzeria does not introduce any variable at all, static or instance; it includes only static methods. Its "main()" method manages the menus and sub-menus, and starts like this:

Some of your questions relate to the way the required static methods such as pizzasOf-Size(), cheaperThan(), etc., have been written in part 2 of the assignment. Please note that in computer science text/literature methods are referenced without necessarily indicating their parameters; for example pizzasOfSize(), cheaperThan(), lowestPrice(), highestPrice(), numberOfPizzasOfSize(),etc.

Therefore, this assignment provides you with an opportunity to decide on your own whether these function require some values to be supplied to them through their parameters in order for them to accomplish their tasks.

For example, in my MamaNanciaPizzeria application, the method cheaperThan() has the following header:

```
public static void cheaperThan(double price, DeluxePizza [] tp){...}
```

Similarly, with the other **static** methods.

Hopefully, this clarification helps you with your assignment.