1. A buffer is the “space” between the input and output that acts as an input stream for a user interacting with a program, the scanner checks the buffer first when it’s called before waiting for a user to input information
2. A constant should be in all caps with underscores separating words
3. The keyword final is added, and it solidifies that variable as a constant, if you try to change the data stored in that variable it will cause an error
4. A static method is a method that is called using a class, whereas an instance method is called using an object
5. An example of a static method is the Math.pow() method
6. An example of an instance method is the .format() method