**Part 4**

1. In order to instantiate ShopArr and invoke run(), I had to add a print statement asking the user the number of cheeses they would like to purchase, we save it as max. So then, using Lab 7’s ShopArr shop = **new** ShopArr();, we would add max inside of the parenthesis to initiate the ShopArr.
2. No
3. Since we are using an array, we can tell that which instantiation corresponds to which constructor definition by the number it is named.
4. To identify a mutator method call, we would look at how
5. It would change the name from Teleme to Wrong Name
6. The init() is both private and void because it will be holding a fixed number that won’t be changed throughout the program
7. Distinguishing features of constructor methods would be having a constructor that invokes an init method with a fixed number inside and filling the 1-argument constructor which will invoke init using the max parameter instead.
8. To figure out the number of required iterations for each loop, we’d implement intro(Scanner), itemizedList(), calcSubTotal(), and discountsSpecials() for it to work for an array cheese pointer.
9. Yes we pass cheese[] into calcSubTotal or itemizedList as arguments.