

## LAB 8 BRAINSTORM

Partner's last name: Batson

This program won't take input from the user, but will use what is hard coded into it to display facts about 2 circles

→ It's a good idea to make instance variables private so that they can't be tampered with—only the methods can change them

→ == for reference types compares memory addresses, so using == will not give an accurate comparison

→ the calling object is referenced as "this" and the comparing object can be of any variable name, it would be smart to use something that makes it easier to understand (i.e. compareTo)

- The instructions seem pretty clear about what needs to be returned when
- The methods that need to return a value should have that value known
- The methods that don't return a value should be void
- This lab is pretty straightforward, it's just different than what we've been doing