1. Super
2. Private
3. Package
4. import pkg.\*
5. charAt()
6. length()

**Part 3**

1. Real-world objects contain states and behavior.
2. A software object's state is stored in fields (instance variables).
3. A software object's behavior is exposed through methods.
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data encapsulation.
5. A blueprint for a software object is called a class.
6. Common behavior can be defined in a superclass and inherited into a subclass using the extends keyword.
7. A collection of methods with no implementation is called an interface.
8. A namespace that organizes classes and interfaces by functionality is called a package.
9. The term API stands for Application Programming Interface.