

1. `private String id;`
`private BufferedImage displayImage;`
2. `public DisplayObject(String id);`
`public DisplayObject(String id, String fileName);`
3. `DisplayObject obj1 = DisplayObject("obj1");`
`DisplayObject obj2 = DisplayObject("obj2", "mario.png");`
4. `public void setId(String id);`
`public String getId();`
`public BufferedImage getDisplayImage();`
`public void setImage(BufferedImage image);`
5. `System.out.println(luigi.getId());`
6. `luigi.setId("Princess Peach");`
7. `this.getId();`
8. `luigi.getId();`
9. `luigi.id;`
10. Update method runs every frame to collect information on which keys are currently pressed down. The method takes in an ArrayList of Integers called `pressedKeys` and calls `update()`.