

Short Answer Practice Questions

- 1) What do the keywords `public` and `private` do to a variable or method?
- 2) What does the keyword `static` do to a *variable*, and when should it be used?
- 3) What does the keyword `static` do to a *method*, and when should it be used?
- 4) What does it mean to *overload* a method?
- 5) What does it mean to *override* a method?
- 6) How does the `actionPerformed` method from the `ActionListener` interface work?

```
public void actionPerformed(ActionEvent e) { ...}
```
- 7) When is the method `main()` called in a class?
- 8) When is the method `init()` called in an applet?