Short Answer Practice Questions & Answers

1) What do the keywords `public` and `private` do to a variable or method?

> The keywords public and private specify the scope of variable or method. A public variable or method can be used in any class, while a private variable or method can only be used in the class in which it is defined.

2) What does the keyword `static` do to a *variable*, and when should it be used?

> The keyword `static` means a variable is associated with its class, not with a particular instance (object) of that class. It should be used whenever you want a class variable i.e. to count the number of objects of this type, or with the keyword `final` to make the variable a constant

3) What does the keyword `static` do to a *method*, and when should it be used?

> The keyword static allows a method to be called

4) What does it mean to *overload* a method?

> A method is overloaded if it has the same name as another method in the same class that has either a different number or type of parameters.

5) What does it mean to *override* a method?

> A inherited method is overridden when it is redefined in the derived class.

6) How does the `actionPerformed` method from the `ActionListener` interface work?
```
public void actionPerformed(ActionEvent e) { ...}
```

> When an action event (such as the user clicking a button) occurs, the applet runs the actionPerformed method (assuming the ActionListener has been set as the applet itself).

7) When is the method `main()` called in a class?

> The method `main` is called once when the program starts.

8) When is the method `init()` called in an applet?

> The method `init` is called once when the applet starts.