

Read the lecture materials &/or reading materials to thoroughly & accurately answer the following questions.

1. What is the difference between an overloaded method and an overridden method?
2. What keyword can be used to specifically call a parent class' version of an overridden method?
3. True or False Constructors in a parent class are automatically inherited by its child class?
4. True or False Even though all classes extend the `Object` class, it is considered good style to type the phrase "extends `Object`" in a class header.
5. Why is it wise to override the `toString` method in any class that you create from scratch?
6. Write a `toString` method for a `Tank` class that only has an integer `myAmmo` property.
7. Write a line of code that calls a `Tank` class' `toString` method with a `Tank` object variable named `tankA`.
8. Write out an `equals` method for a `Tank` class that only has an integer property named `myAmmo` and that has an accessor method named `getAmmo`.
9. True or False An abstract class may include one or more properties.
10. True or False An abstract class may have a child class that is also abstract.