What is overloading – specifically method overloading?

Declare a variable that refers to an array that contains Actor objects.

Create the array to hold a maximum of 20 actors and assign it to the variable you created in the previous part.

Put a new Actor object into the array at index 10.

Write the code that would retrieve object at index 4 of the array.

What is the first index for an array?

What is the last index for an array?

Write a while loop that continues to execute while the variable x is true, but stops when x is false. Every time the body of the loop is executed, you should create a new Ball object.

Below is a class for an Actor subclass named Dancer. You should program the Dancer class to keep track of how many steps it has danced. When it has danced 45 steps, the Dancer object should reset its count back to zero and set the Dancer object’s rotation to be 45 more to the right than it was previously.

```
public class Dancer extends Actor {

    public void act() {

    }

    }
```

There may also be some similar questions to the code-writing questions from Exam 3 (using if/else and loops).