# Object Oriented Programming Basic Vocab

* **attribute -** a characteristic of an object
* **behavior -** an action that an object can perform
* **class -** a programmer-defined blueprint from which objects are created
* **constructor -** a block of code that has the same name as the class and tells the computer how to create a new object
* **debugging -** finding and fixing problems in an algorithm or program
* **instantiate -** to call the constructor to create an object
* **object -** an instance of a class
* **object-oriented programming -** an approach to creating and using models of physical or imagined objects
* **state -** the attributes of an object that are represented by its instance variables
* **constructor signature** - the first line of the constructor which includes the public keyword, the constructor name, and the values to specify when an object is created
* **inheritance** - an object-oriented programming principle where a subclass inherits the attributes and behaviors of a superclass
* **subclass** - a class that extends a superclass and inherits its attributes and behaviors
* **superclass** - a class that can be extended to create subclasses
* **method signature -** consists of a name and parameter list
* **Method Decomposition -** the process of breaking a problem down into smaller parts to write methods for each part
* **edge case -** a bug that occurs at the highest or lowest end of a range of possible values or in extreme situations
* **redundant code** - code that is unnecessary
* **inheritance hierarchy -** where a class serves as a superclass for more than one subclass