Chapter 1 Terminology

- object
- class
- instance variable
- method
- statement block
- primitive type
- comment
- constructor
- **new** operator
- strings – literals, objects
- concatenation
- object references
- signature of a method
- static variable
- final variable
- method definition
- method body
- abstract method
- static method
- return type
- procedure vs. function
- pass-by-value
- main method
- local variable