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PART 02

Q1 . b) super

Q3 b) private

Q4 b) Packages

Q5 c) import pkg.*

Q6 c) charAt()

Q7 d) length()

1. Real-world objects contain __data_ and __method_.
2. A software object's state is stored in _variables__.
3. A software object's behavior is exposed through _methods__.
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data __encapsulation_.
5. A blueprint for a software object is called a _class__.
6. Common behavior can be defined in a _superclass__ and inherited into a __subclass_ using the __extends_ keyword.
7. A collection of methods with no implementation is called an _interface__.
8. A namespace that organizes classes and interfaces by functionality is called a __package_.
9. The term API stands for _Application Platform Interface__.