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Period 2

APCS

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Vocabulary 4

1. (object - constructor) A constructor is a way for the program to create an object.
2. (object - class) An object can be created in a method in a class.
3. (object - instance) An instance is a specific representation of an object. An object is generic while an instance is an object that has been created in memory.
4. (object - attribute) An object can have many kinds of attributes that can be changed if allowed.
5. (object - accessor method) We can obtain attributes of an object through accessor methods.
6. (object - modifier method) We can change the attributes of an object through modifier methods.
7. (constructor - class) You can have multiple constructors with different parameters in the same class.
8. (constructor - instance) A constructor can be used to create an instance of an object.
9. (constructor - attribute) A constructor can set the attributes of the object it is creating.
10. (constructor - accessor method) A constructor creates an instance of an object while the accessor method gets the object's attributes.
11. (constructor - modifier method) A constructor creates an instance of an object, while the modifier method modifies the object's attributes.
12. (class - instance) Instances of an object are created inside classes.
13. (class - attribute) An attribute of an object can be accessed from multiple classes through the use of accessor methods.
14. (class - accessor method) An accessor method allows the program to access the attributes of an object from multiple classes.

15. (class - modifier method) A modifier method allows the program to alter the attributes of an object from multiple classes.
16. (instance - attribute) An instance of an object can have multiple attributes such as color, size, weight, etc.
17. (instance - accessor method) The attributes of an instance of an object can be accessed through the accessor method.
18. (instance - modifier method) The attributes of an instance of an object can be changed through a modifier method.
19. (attribute - accessor method) An attribute of a particular object can be accessed through an accessor method.
20. (attribute - modifier method) A modifier method can be used to alter the attributes of an object.
21. (accessor method - modifier method) An accessor method is used to get information about an object, while a modifier changes the information about it.