**API**

Application Programming Interface (API) is a set of rules, routines, and protocols to build software applications. Basically, an API specifies how software components should interact.

Useful: <https://www.youtube.com/watch?v=s7wmiS2mSXY>

**Command-Line-Interface**

The command-line interface is a user interface based on the text. The UI is used to view and manage computer files. Command-line interfaces are also called command-line user interfaces, console user interfaces and character user interfaces. All terminals are CLI.

**Object**

An object is a combination of related variables, constants and other data structures which can be selected and manipulated together.

**Compilation**

The process of creating an executable program through code written in a compiled programming language is called compilation. A compiler is a program that translates computer programs written using letters, numbers, and characters into a machine language program.

**Iteration**

Iteration is a single pass through a set of operations that deal with code. One form of iteration in computer programming is via loops. A loop will repeat a certain segment of code until a condition is met and it can proceed further.

**Keyword**

Words that are reserved by a programming language or a program as they have special meaning are known as keywords. Some keywords in programing are if, while, return.

**Operand**

Operand is every object that can be manipulated using different operators.

Example: A + B = AB “A” and ”B” are operands and “+” is an operator

**Token**

In programing token is the smallest individual unit in a program.

Exaplme: string name = Petko Petkanov

“Petko” and “Petkanov” are tokens

**Class**

In OOP(Object-Oriented Programming) a class is a set of related objects that share common characteristics. Basically they are templates for objects.

**Instantiation**

Term used in OOP. Basically instantiation is a instance of an object.

This is instantiation

Dog myDog = new Dog();