|  |  |  |  |
| --- | --- | --- | --- |
| **Column A** | | **Column B** | |
| **Q.2.1** | **Sentinel** | **C** | Value that stops a loop. |
| **Q.2.2** | **Flag** | **G** | A variable that holds an indicator of whether some conditions has been met. |
| **Q.2.3** | **Char Datatype** | **F** | Value that holds any single character. |
| **Q.2.4** | **Parameters** | **B** | Arguments in a method call. |
| **Q.2.5** | **Dead Code** | **L** | Set of statements that are logically unreachable. |
| **Q.2.6** | **Applets** | **D** | Program that embedded with a web page |
| **Q.2.7** | **Ambiguous** | **A** | When the compiler can not determine which method to use. |
| **Q.2.8** | **Buffer** | **K** | Block of memory. |
| **Q.2.9** | **Accessor** | **H** | Retrieve values. |
| **Q.2.10** | **Mutator** | **I** | Set values. |