Vocabulary – Chapter 07

Reference: A variable that holds a memory address

**Character:** The Character Class is one whose instances can hold a single character value. This Class also defines methods that can manipulate or inspect single-character data

**String:** The String Class is for working with fixed-string-data – that is unchanging data composed of multiple characters

Anonymous Object: An unnamed Object

String Variable: A named Object of the String Class

Immutable: These Objects cannot be changed

Lexicographical Comparison: based on the integer Unicode values of characters

Null String: does not hold a memory address

Concatenation: The process of joining a value to a String to create a longer String

**Wrapper:** A Class or Object that is “wrapped around” a simpler element

Threads of Execution: Units of processing that are scheduled by an operating system & that can be used to create multiple paths of control during program execution

Buffer: A block of memory

Capacity: Of a StringBuilder Object is the actual length of the buffer, as opposed that of the string contained in the buffer