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| <b>default</b>                   | When there is no access modifier. Same access as public, except not visible to other packages.   |
| <b>Access modifiers</b>          | The keywords used to declare a class, method, or variable as public, private, or protected. Default is when there is no access modifier.   |
| <b>subclass</b>                  | Classes that are more specific subsets of other classes and that inherit methods and fields from more general classes.   |
| <b>extends</b>                   | A keyword in Java that allows you to explicitly declare the superclass of the current class.   |
| <b>encapsulation</b>             | A programming philosophy that promotes protecting data and hiding implementation in order to preserve the integrity of data and methods.   |
| <b>private</b>                   | Visible only to the class where it is declared.  |
| <b>hierarchy</b>                 | A structure that categorizes and organizes relationships among ideas, concepts of things with the most general or all-encompassing component at the top and the more specific, or component with the narrowest scope, at the bottom. |
| <b>public</b>                    | Visible to all classes.  |
| <b>superclass</b>                | Classes that pass down their methods to more specialized classes.  |
| <b>inheritance</b>               | The concept in object-oriented programming that allows classes to gain methods and data by extending another classes' fields and methods.  |
| <b>protected</b>                 | Visible to the package where it is declared and to subclasses in other packages.   |
| <b>unified modeling language</b> | A standardized language for modeling systems and structures in programming.  |
| <b>super</b>                     | A keyword that allows subclasses to access methods, data, and constructors from their parent class.  |
| <b>“is-a” relationship</b>       | A helpful term used to conceptualize the relationships among nodes or leaves in an inheritance hierarchy.  |