

## Level Up OOP

### Week 3: Momentum Builds

#### C# Vocabulary and Concepts

##### Ch. 4 - 6

- [ T ] 1. Array (p.27)
- [ P ] 2. dot operator (p.28)
- [ OO ] 3. Methods (p.28)
- [ Z ] 4. Properties (p.28)
- [ V ] 5. Arguments (p.29)
- [ K ] 6. Copy() (p.29)
- [ LL ] 7. Length (p.29)
- [ H ] 8. IndexOf() (p.30)
- [ M ] 9. Sort() (p.30)
- [ O ] 10. Concatenate (p.31)

- [ BB ] 11. Substring() (p.32)
- [ U ] 12. Equals() (p.33)
- [ SS ] 13. Split() (p.33)
- [ KK ] 14. Add() (p.35)
- [ J ] 15. Count (p.36)
- [ E ] 16. Insert() (p.36)
- [ II ] 17. Remove() (p.36)
- [ S ] 18. RemoveAt() (p.36)
- [ R ] 19. Clear() (p.37)
- [ CC ] 20. Contains() (p.37)

- [ Q ] 21. reference type (p.37)
- [ PP ] 22. value type (p.37)
- [ RR ] 23. Write() (p.39)
- [ GG ] 24. Console (p.40)
- [ C ] 25. Placeholders (p.42)
- [ EE ] 26. format specifier (p.43)
- [ MM ] 27. Backslash (p.45)
- [ AA ] 28. Newline (p.46)
- [ JJ ] 29. Tab (p.45)
- [ N ] 30. ReadLine() (p.46)

- [ W ] 31. Convert (p.47)
- [ X ] 32..ToInt32() (p.47)
- [ A ] 33. ToDecimal() (p.48)
- [ UU ] 34. ToDouble() (p.48)
- [ B ] 35. ToSingle() (p.48)
- [ I ] 36. Comparison (p.51)
- [ Y ] 37. condition statement (p.51)
- [ TT ] 38. control flow statement (p.51)
- [ FF ] 39. logical operators (p.52)
- [ QQ ] 40. Break (p.57)

- [ G ] 41. Default (p.57)
- [ NN ] 42. jump statement (p.57)
- [ HH ] 43. Continue (p.65)
- [ DD ] 44. Try-catch-finally (p.66)
- [ L ] 45. Exception (p.68)
- [ D ] 46. FormatException (p.69)
- [ F ] 47. IndexOutOfRangeException (p.69)

- A. Used to convert to a decimal
- B. Converts the value of the specified Decimal to the equivalent single-precision floating-point number
- C. Curly braces that indicate where values are to be passed in to and concatenate with strings
- D. A class that handles the specific error that occurs when the format of an argument is invalid
- E. Method to add members at a specific position of a list
- F. A class that handles the specific error that occurs when you try to access an element of an array with an index that is outside its bounds
- G. An optional statement that is executed if no other case in a switch statement applies
- H. Method to determine if a certain value exists in an array
- I. `==`; to compare whether two variables are the same
- J. Property to find out the number of elements in a list
- K. Method that allows you to copy the contents of one array into another array, starting from the first element
- L. A class that handles general errors
- M. Method used to sort array
- N. Used to accept input from users; reads a line of characters
- O. To join two strings
- P. An operator used when we want to access a property or method of a class
- Q. A data type that stores a reference to the data
- R. Method to remove all items in a list
- S. Method to remove a member at a specific location
- T. A collection of data that are normally related to each other
- U. Method to compare if two strings are identical
- V. Data passed into a method
- W. Used to convert data from one data type to another
- X. Used to a 32-bit signed integer
- Y. A statement that evaluates to true or false
- Z. Represents a class's data
- AA. `\n`; Used to add a newline to text in code
- BB. Method used to extract a string from a longer string
- CC. Method to check if a list contains a certain member
- DD. Controls how the program proceeds when an error occurs
- EE. Used to specify the format of numeric data in placeholders
- FF. Useful to combine multiple condition statements

- GG. Class that represents the standard input, output, and error streams for console applications
- HH. A jump statement that instructs the compiler to exit the current block
- II. Method to remove members from a list
- JJ. `\t`; Used to add a tab to text in code
- KK. Method to add members to a list
- LL. Property of an array; tells the number of items the array has
- MM. `\`; Used to escape characters that otherwise have a different meaning
- NN. A statement that instructs the compiler to jump to another line in the program
- OO. Represent a class's behavior
- PP. A data type that stores its own data
- QQ. A jump statement that instructs the compiler to skip the rest of the loop thereafter
- RR. Method to display messages to users
- SS. Method to split a string into substrings based on an array of user-defined separators
- TT. A statement that determines whether or not other statements will be evaluated
- UU. Converts the value of the specified Decimal to the equivalent double-precision floating-point number