

## Level Up OOP

### Week 4: Midway

#### C# Vocabulary and Concepts

#### Learn C#, Chapter 7

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|-----------------------------------|--|
| [ T ] 1. class (70)               | [ A ] 13. setter (74)                    |
| [ W ] 2. fields (70,72)           | [ Q ] 14. auto-implemented property (75) |
| [ D ] 3. constructors (71,81)     | [ O ] 15. value (75)                     |
| [ C ] 4. access modifier (72,111) | [ P ] 16. parameters (77)                |
| [ N ] 5. Encapsulation (72)       | [ K ] 17. void (77)                      |
| [ R ] 6. private (72,111,112)     | [ S ] 18. local variable (78)            |
| [ J ] 7. const (73)               | [ M ] 19. overloading (79)               |
| [ B ] 8. accessors (74)           | [ H ] 20. signature (79)                 |
| [ E ] 9. backing field (74)       | [ U ] 21. overriding (80,104,107,110)    |
| [ G ] 10. getter (74)             | [ L ] 22. ToString() (80)                |
| [ X ] 11. public (74,111,112)     | [ F ] 23. static (85)                    |
| [ I ] 12. return (74,77,78)       | [ V ] 24. params (89)                    |

#### Answer Bank

- A. 13. Sets the value of a private field
- B. 8. Special getter and setter methods
- C. 4. Like gatekeepers; controls who has access to a field
- D. 3. A special method used to construct an object
- E. 9. The private field behind a property
- F. 23. A keyword used to indicate that a class or class member can be accessed without the need create any objects
- G. 10. Returns the value of a private field
- H. 20. The unique combination of a name of a method and the parameters that it has
- I. 12. A reserved word used to specify a value returned by a method
- J. 7. Indicates that the value cannot be changed after it is created
- K. 17. Keyword used to indicate that a method does not return any result
- L. 22. A special method that returns a string that represents the current class
- M. 19. When you create two methods with the same name but different signatures
- N. 5. Enables an object to hide data and behavior from other classes that do not need to know about them
- O. 15. A keyword inside a setter that refers to the value on the right side of the assignment statement when setting the value of a private field
- P. 16. Names given to data that is passed in to a method in order for it to perform its task
- Q. 14. Shorthand to declare a property where no additional logic is required in the getter and setter

- R. 6. a type of access modifier; indicates that a field can only be accessed within the class itself
- S. 18. Variables that exist within a method
- T. 1. A template from which an object is created
- U. 21. Writing a different version of a method
- V. 24. Useful when you do not know the number of arguments a method has
- W. 2. A variable declared inside a class; is used to store data
- X. 11. A type of access modifier; allows access by other classes

Bonus:

Which data type is the default floating point data type in C#?

double