Level Up OOP
Week 4: Midway
C# Vocabulary and Concepts
Learn C#, Chapter 7

[T] 1.   class (70)
[W] 2.   fields (70,72)
[D] 3.   constructors (71,81)
[C] 4.   access modifier (72,111)
[N] 5.   Encapsulation (72)
[R] 6.   private (72,111,112)
[J] 7.   const (73)
[B] 8.   accessors (74)
[E] 9.   backing field (74)
[G] 10. getter (74)
[X] 11. public (74,111,112)
[I] 12. return (74,77,78)

[A] 13. setter (74)
[Q] 14. auto-implemented property (75)
[O] 15. value (75)
[P] 16. parameters (77)
[K] 17. void (77)
[S] 18. local variable (78)
[M] 19. overloading (79)
[H] 20. signature (79)
[U] 21. overriding (80,104,107,110)
[L] 22. ToString() (80)
[F] 23. static (85)
[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