PART2

1.super

3.private

4.package

5.import pkg.\*

6. charAt ()

7.length ()

PART3

1. Real-world objects contain \_attributes\_\_ and \_behavior\_\_.

2. A software object's state is stored in \_fields\_\_.

3. A software object's behavior is exposed through \_methods\_\_.

4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data \_encapsulation\_\_.

5. A blueprint for a software object is called a \_class\_\_.

6. Common behavior can be defined in a \_\_superclass\_ and inherited into a \_**subclass**\_ using the \_\_\_ keyword.

7. A collection of methods with no implementation is called an \_interface\_\_.

8. A namespace that organizes classes and interfaces by functionality is called a \_\_package\_.

9. The term API stands for \_\_Application Programming interface\_?