

Term	Definition
Access specifier	An access specifier defines the circumstances under which a class can be accessed and the other classes that have the right to use a class.
Allman style	The Allman style is the indent style in which curly braces are aligned and each occupies its own line; it is named for Eric Allman, a programmer who popularized the style.
Applets	Applets are Java programs that are embedded in a Web page.
Application	An application is a program that performs a task for the user.
Architecturally neutral	Architecturally neutral describes the feature of Java that allows you to write programs that run on any platform (operating system).
Arguments	Arguments are information passed to a method so it can perform its task.
At run time	At run time is a phrase that describes the period of time during which a program executes.
Attributes	Attributes are the characteristics that define an object as part of a class.
Block comments	Block comments start with a forward slash and an asterisk (/*) and end with an asterisk and a forward slash (*/). Block comments can appear on a line by themselves, on a line before executable code, or on a line after executable code. Block comments also can extend across as many lines as needed.
Bytecode	Bytecode consists of programming statements that have been compiled into binary format.
Calls	A procedural program calls a series of procedures to input, manipulate, and output values.
Class	A class is a group or collection of objects with common properties.
Class body	The class body is the set of data items and methods between the curly braces that follow the class header.
Class definition	A class definition describes what attributes its objects will have and what those objects will be able to do.
Clean build	A clean build is created when you delete all previously compiled versions of a class before compiling again.
Commands	Commands are program statements.
Comment out	To comment out a statement is to turn it into a comment so the compiler will not execute its command.

Term	Definition
Compiler/interpreter	A compiler , or interpreter , is a program that translates language statements into machine code.
Compile-time error	A compile-time error is one in which the compiler detects a violation of language syntax rules and is unable to translate the source code to machine code.
Computer simulations	Computer simulations are programs that attempt to mimic real-world activities so that their processes can be improved or so that users can better understand how the real-world processes operate.
Console applications	Console applications support character output to a computer screen in a DOS window.
Debugging	The process of debugging a program frees it of all errors.
Dialog box	A dialog box is a GUI object resembling a window in which you can place messages you want to display.
Encapsulation	Encapsulation refers to the hiding of data and methods within an object.
Executing	Executing a statement or program means to carry it out.
Faqs jdk	FAQS are frequently asked questions. The JDK is the Java Development Kit.
Graphical user interfaces	Graphical user interfaces , or GUIs (pronounced "gooeys") allow users to interact with a program in a graphical environment.
High-level programming language	A high-level programming language allows you to use a vocabulary of reasonable terms, such as <i>read</i> , <i>write</i> , or <i>add</i> , instead of the sequences of on and off switches that perform these tasks.

Note: Please see key terms in the textbooks for examples of some of the terms.