

The Java™ Tutorials

Trail: Learning the Java Language

Lesson: Object-Oriented Programming Concepts

The Java Tutorials have been written for JDK 8. Examples and practices described in this page don't take advantage of improvements introduced in later releases.

Questions and Exercises: Object-Oriented Programming Concepts

Questions

1. Real-world objects contain ____ and ____.
2. A software object's state is stored in ____.
3. A software object's behavior is exposed through ____.
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data ____.
5. A blueprint for a software object is called a ____.
6. Common behavior can be defined in a ____ and inherited into a ____ using the ____ keyword.
7. A collection of methods with no implementation is called an ____.
8. A namespace that organizes classes and interfaces by functionality is called a ____.
9. The term API stands for ____?

Exercises

1. Create new classes for each real-world object that you observed at the beginning of this trail. Refer to the Bicycle class if you forget the required syntax.
2. For each new class that you've created above, create an interface that defines its behavior, then require your class to implement it. Omit one or two methods and try compiling. What does the error look like?

[Check your answers.](#)

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