**assignment** - giving a new value to the object

**cin** - (pronounced as “see-in” “character input”) refers to the standard input stream

**concatenation** - summarizing the values of two string objects

**conversion** - changing the type of value

**declaration** - gives a name to the object

**decrement** - decreasing the value by 1

**definition** - sets aside the memory for the object

**increment** - increasing the value by 1

**initialization** - giving a variable its initial value

**name** - a word which we use to refer to the object

**narrowing** - loss of data that occurs during the converting the value to another type

**object** - is a region of memory of known type with the value of this type

**operation** - something that performs an action, such as function or operator

**operator** - is a character or a statement that represents an action

**type** - specifies how the value has to be interpreted and what operations are possible to be applied to the value

**type safety** - is when an object is used according to the rules for it’s type

**value** - is a set of bytes that are interpreted according to a type

**variable** - is a named object