**Java Fundamental Puzzle**

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|  |  |  |  |  |  |  | 1 |  | 2 |  |  |  |  |  | 3 |
| 4 | 5 |  |  |  |  |  | 6 |  |  |  |  |  |  |  |  |
|  |  |  |  |  | 7 |  |  |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  | 9 | 10 |  | 11 |  |  |  |
|  |  |  |  |  | 12 |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  | 13 |  |
|  | 14 |  | 15 |  |  | 16 |  |  |  |  |  |  |  |  |  |
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|  |  | 18 |  |  |  |  |  |  | 19 |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |  |  | 21 |  |  |  |  |  |  |

**Across**

**4. Command-line invoker - JAVA**

**6. Back again? -LOOP**

**8. Can’t go both ways -BRANCH**

**9. Acronym for your laptop’s power - DC**

**12. number variable type - INT**

**13. Acronym for a chip -IC**

**14. Say something - SYSTEM**

**18. Quite a crew of characters -STRING**

**19. Announce a new class or method -DECLARE**

**21. What’s a prompt good for? - COMMAND**

**Down**

**1. Not an integer (or \_\_\_\_\_ your boat) - FLOAT**

**2. Come back empty-handed - VOID**

**3. Open house -PUBLIC**

**5. ‘Things’ holders -ARRAYS**

**7. Until attitudes improve - WHILE**

**10. Source code consumer - COMPILER**

**11. Can’t pin it down - VARIABLE**

**13. Dept. of LAN jockeys - IT**

**15. Shocking modifier - STATIC**

**16. Just gotta have one – MAIN**

**17. How to get things done - METHOD**

**20. Bytecode consume - JVM**