

PART 03: Answers

1. Real-world objects contain state and behavior.
2. A software object's state is stored in fields (instance variables).
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 `extends` 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.