Topic :Java Basics

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 "instance variable" is another name for \_\_\_.
10. The term "class variable" is another name for \_\_\_.
11. A local variable stores temporary state; it is declared inside a \_\_\_.
12. A variable declared within the opening and closing parenthesis of a method signature is called a \_\_\_\_.
13. What are the eight primitive data types supported by the Java programming language?
14. Character strings are represented by the class \_\_\_.
15. An \_\_\_ is a container object that holds a fixed number of values of a single type.