

CS test

1. Class - it contains all objects, methods and actions. `public class Contact{`
2. Object - data/a type of data put into the code. For example, String name, String email
3. Instance - object presented in the beginning of the code, which will probably get another value later, e.g. String name
4. Parameter - a particular value, which is will be given to the variable using constructor

```
public Contact(String name, String phoneNum, String email){
```

```
    this.name = name; -> the last name is a parameter given to the  
    instance variable name.
```

5. Setter - a method that sets the value to the object, e.g. `public void setName(String name){ //set what was gotten (the returned value) to the parameter`
 `this.name = name;`
`}`

6. Getter - a method to access/returns the value of the object, e.g. `public String getName(){`
 `return name;`
`}`

7. Constructor - a process of giving the variables a particular value,
e.g. `public Contact(String name, String phoneNum, String email){`
 `this.name = name;`
 `this.phoneNum = phoneNum;`
 `this.email = email;`