

Day 6: Terminology Review

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Use the terms in the boxes to fill in the blanks. Terms might be used more than once, or not at all.

Accessor Method	Actual Parameter	Application Class
Assignment Statement	Class Method	Data Type
Declaration Statement	Default Constructor	Formal Parameter
Instance Method	Instance Variable	Local Variable
main Method	Method Call	Method Definition
Mutator Method	Object	Parameterized Constructor
Primitive Variable	Programmer-Defined Class	Reference Variable
Return Statement	Return Type	toString Method

1. A(n) _____ allows the application class to retrieve the value of an instance variable.
2. A(n) _____ is called when an object is instantiated and there are no arguments to be sent.
3. A(n) _____ stores the data for an object.
4. The _____ is where the program begins execution.
5. The _____ always returns a reference to a `String` that contains the state of the object.
6. A(n) _____ is the value sent to a method.
7. The memory location that stores a value sent to a method is called a(n) _____.
8. A variable that is declared inside a method and can only be used within that method is called a(n) _____.
9. A(n) _____ tells the computer to execute a method.
10. An instance method must be called on a(n) _____.
11. In a method header, the _____ specifies the type of data the method will send back to the caller.
12. A(n) _____ sends a value back to the caller.

13. A(n) _____ allows the application class to change the value stored in an instance variable.
14. The _____ specifies what information can be stored in a variable and what operations can be performed on it.
15. A(n) _____ stores the address of an object.
16. The _____ contains the method header and the method body.
17. Instance variables are found in the _____ .
18. A call to the `toString` method would appear in the _____ .
19. A(n) _____ appears inside the parentheses of a method header, and contains a data type and a name.
20. A(n) _____ stores a value in a variable.