



Across

- 1 = can be used without instantiating the object first
- 5 = can be accessed everywhere
- 6 = a way of passing data to a method
- 11 = variable value persistent across classes and not a scope
- 14 = can be accessed only within the class itself and by inheritance from the parent
- 15 = parent to child
- 17 = a variable that belongs to an object
- 18 = outline, blueprint, design for creating a given object
- 19 = allows us to create a separate copy of an object
- 20 = a method used for getting

Down

- 2 = object created by a class
- 3 = instance of a class
- 4 = can only be accessed by the class itself
- 7 = represent essential features without including background details or explanations
- 8 = an object oriented approach to handling an error
- 9 = concept of setting members of a class as private etc
- 10 = if included in a class it will always be called
- 12 = process of placing data (data structure etc) with methods inside the same module, normally a class
- 13 = functions within a class
- 16 = a method used for setting