C# CH.7

Evan Blanton

1. systematically arrange information and behavior into a meaningful entity
2. To combine methods and data within a class; in other words, to support classification/ group things together  
   To control the accessibility of the methods and data; in other words, to control the use of the class/ information hiding
3. Keyword new by using the variable name you assigned to it
4. Fields (such as *radius*) and methods (such as *Area*) defined in the class can be used by other methods inside the class but not by the outside world; they are private to the class.
5. A *constructor*is a special method that runs automatically when you create an instance of a class.
6. D
7. Defining a field as static makes it possible for you to create a single instance of a field that is shared among all objects created from a single class.
8. In case you forget what you want to declare from the class
9. the use of a single symbol to represent multiple different types
10. invoking behavior
11. SIMULA 67
12. Everything is unique, might be similar, but like a variable in a class, it cant be the same.