1. What does ADT stand for? **Abstract data types**

2. Which of the following must a programmer know about an ADT to use it?

A) What values it can hold

**B) What operations it can perform**

C) How the operations are implemented

3. The two common programming methods in practice today are\_\_**procedural\_\_** and \_\_**object orientated\_\_\_\_\_\_.**

4. \_\_\_**Procedural\_\_** programming is centered around functions, or procedures, **\_object orientated**\_\_\_whereas programming is centered around objects.

5. An object is a software entity that combines both\_\_\_**data**\_\_\_ and\_\_\_**procedures**\_in a single unit.

6. An object is a (n) **instance** of a class.

7. Creating a class object is often called **\_\_\_ Instantiation**\_\_the class.

8. Once a class is declared, how many objects can be created from it?  
A) 1  
B) 2  
**C) Many**

9. An object’s data item are stored in its \_\_\_**properties**\_\_\_\_\_\_\_.

10. The procedures, or function, an object performs are called its**\_Methods**.

11. Bundling together an object’s data and procedures are called \_\_**encapsulation**\_\_\_.

12. An object’s members can be declared public or private.  
A public member can be accessed by \_\_\_\_\_ **outside of the struct or class** \_\_\_\_\_.  
A private member can be accessed by \_\_\_\_ **other members of the class** \_\_\_\_\_\_.

13. Normally a class’s**\_\_\_\_instance variable**\_\_ are declared to be private and its \_\_**\_methods**\_\_\_are declared to be public.

14. A class member function that uses, but does not change, the value of a member variable is called a(n) \_\_**Accessor**\_\_\_\_\_.

15. A class member function that changes the value of a member variable is called a(n)\_\_**\_setter**\_\_\_\_\_.