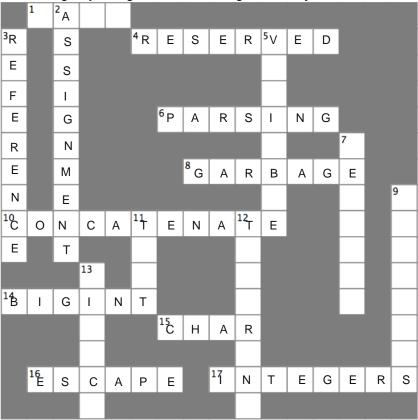
	C# Bootcamp	
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Take a break, sit back, and give your right brain something to do. It's your standard crossword.



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- 1. The second part of a variable declaration
- 4. namespace, for, while, using, and new are examples of _____ words
- 6. What (int) is doing in this line of code: x = (int) y;
- 8. When an object no longer has any references pointing to it, it's removed from the heap using _____ collection
- 10. What you're doing when you use the + operator to stick two strings together
- 14. The numeric type that holds the biggest numbers
- 15. The type that stores a single letter or number
- 16. \n and \r are _____ sequences
- 17. The four whole-number types that only hold positive numbers

Down

- You can combine the variable declaration and the ______
 into one statement
- 3. A variable that points to an object
- 5. What your program uses to work with data that's in memory
- 7. If you want to store a currency value, use this type
- 9. += and -= are this kind of operator
- 11. A variable declaration always starts with this
- 12. Every object has this method that converts it to a string
- 13. When you've got a variable of this type, you can assign any value to it

It's time to give your left brain a break and put that right brain to work: all the words are object-related.

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- 2. If a method's return type is _____, it doesn't return anything
- 7. An object's fields define its _____
- 9. A good method _____ makes it clear what the method does
- 10. Where objects live
- 11. What you use to build an object
- 13. What you use to pass information into a method
- 14. The statement you use to create an object
- 15. Used to set an attribute on controls and other classes

Down

- 1. This form control lets the user choose a number from a range you set
- 3. It's a great idea to create a class _____ on paper before you start writing code
- 4. An object uses this to keep track of what it knows
- 5. These define what an object does
- 6. An object's methods define its _____
- 7. Don't use this keyword in your class declaration if you want to be able to create instances of it
- 8. An object is an _____ of a class
- 12. This statement tells a method to immediately exit, and can specify the value that should be passed back to the statement that called the method