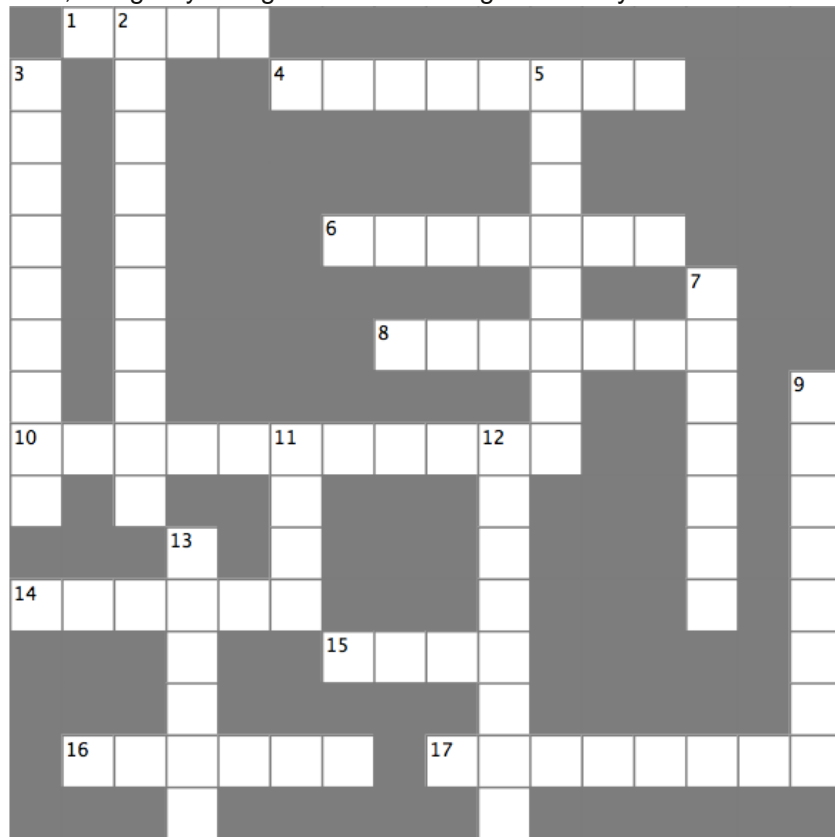Name

Date

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

Across

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

2. 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.
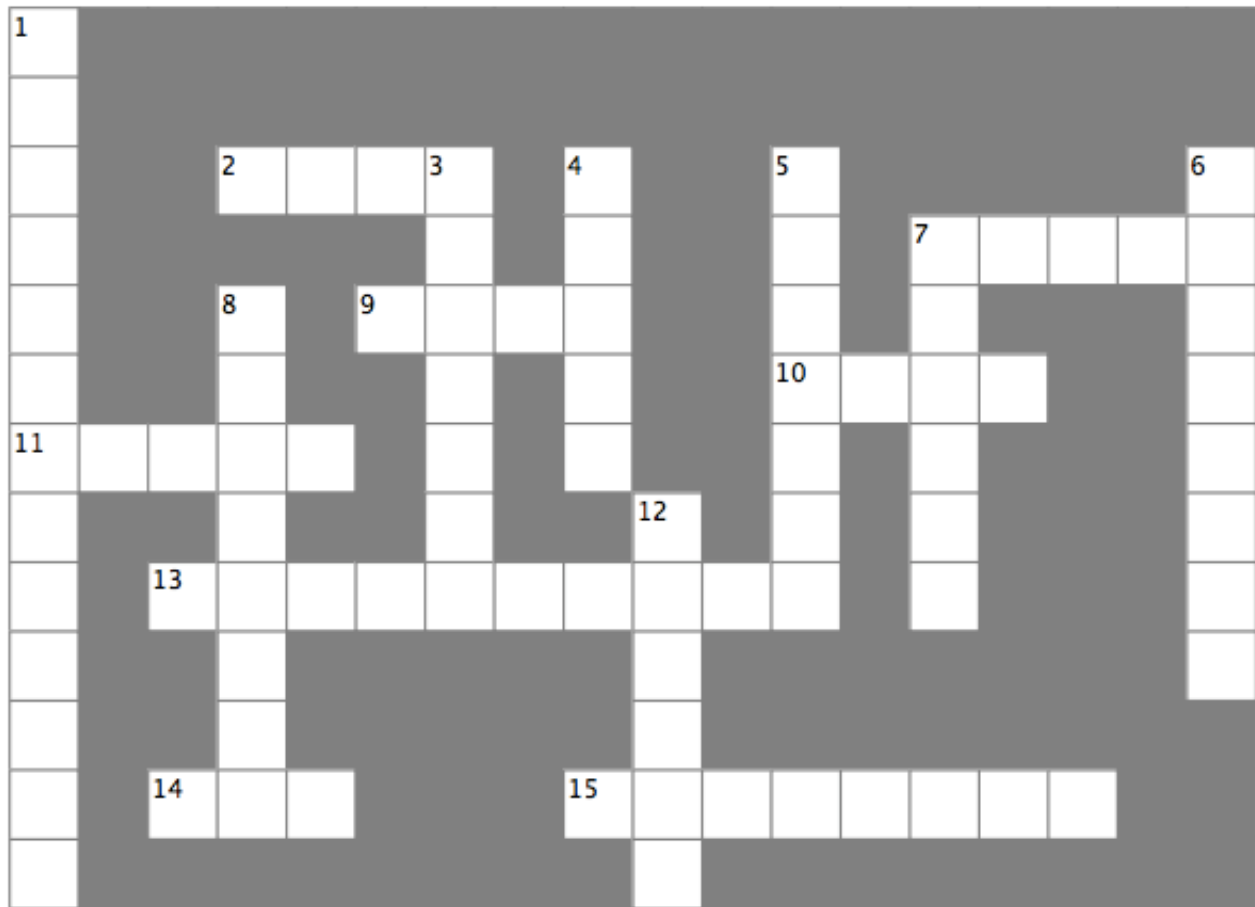
Across

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