INDIVIDUAL ASSIGNMENT – VOCAB STUDY GUIDE

Genesis Grant, CTEC 120

Access Level

- denotes the set of permissions or restrictions provided to a data type
- Ex. public, private, protected, etc.

Access Modifier

- keywords in object-oriented languages that set the accessibility of classes, methods, and other members

Actual Parameter

- The parameter passed by the client is known as the actual parameter.
- User inputs that are assigned to the formal parameters
- During a function call the first actual parameter is assigned to the first formal parameter, the second actual parameter is assigned to the second formal parameter, etc.

Argument

- a value that is passed between programs, subroutines or functions.
- Similar to actual parameters, it is the values that are to be used within a specific program.

Boundary Value

- Minimum and maximum, extreme ends that will cause the program to not execute if it were to exit that range.

Call

- When you need to run a function, you will call that function
- Functions are first programmed and without calling the function it will not execute.

Class Libraries

- Predefined modules that programmers can call to open to act as templates for their programs.
- Used in object oriented programming.

Class Method

- method which is bound to the class and not the object of the class

- Ex.
- Public class ____:

Driver

- The program that tests a method is called a driver program; the method alone is the only thing being tested within driver programs

Flow of Execution

- Pathway that the program executes. The flow of execution varies dependent on what functions, calls, control structures, etc. are implemented within the program.

- Which item can alter the flow of execution in a program?

  a. int data type

  b. while loop

  c. Print statement

ANSWER: b. while loop

Formal Parameter

- The parameter specified by the function is called the formal parameter
- The necessary inputs (not yet defined) chosen by the program or module, that will be used in the function, call or statement
- During a function call the first actual parameter is assigned to the first formal parameter, the second actual parameter is assigned to the second formal parameter, etc.

Local Identifier

- Stated names and titles that are used to help find certain entities within a program. This can include variable names, classes, methods, etc.
- Certain identifiers are predefined and cannot be used as variable names because they have a set action associated with that identifier. (i.e. while, float, import)

- TRUE OR FALSE:

  You can use any word and/or characters in any order to declare variables.

Answer: FALSE

Method Body

- The "guts" of the function. This is where all the information that you want the method to perform will go. Includes math functions, print statements, while loops, etc.

Method Declaration

- Method declaration is basically calling the function to be used. After it is defined you must call the declaration in order to use it throughout the function.

Method Definition

- The beginning and what variables, parameters, etc. Will be used in the function/ method.
- Consists of all the information and structure that will be used; includes any print statements or other functions that will be performed throughout the main method.

Method Heading

- the part of the method definition that occurs at the beginning

Method Name

- Name or identifier of that method. Used to locate it and when its being called
- Has to follow legal identifiers rules within Java

Method Parameter

- Variables that are to be used or have a function within the method.
- tell us the type and order of variables that the method can accept

Method Stub

- piece of code used to stand in for some other programming functionality

Method Type

- Represents the arguments and return type accepted and returned by a method handle

Modifier

- access modifiers and non-access modifiers
- special keywords defined in the programming language which are used to modify the default properties of the Built-in Data types

New (the operator)

- used to create an instance of the class
- Represents a class by allocating memory for a new object and returning a reference to that memory

Non static Method

- can access any static method and static variable, without creating an instance of the object
- The memory of the non-static method is not fixed in the ram, so we need a class object to call a non-static method, call the method we need to write the name of the method followed by the class object name

Object

- object can be a combination of variables, functions, and data structures

Palidrome

- A number or string that is that is the same forwards and backwards

- Which of these is a palindrome?
  a.) 123234
  b.) racecar
  c.) apple

Answer: racecar

Parameters (or arguments)

- Similar to variables within the method. Parameters/ arguments are the values used to execute functions and methods but the values must be the correct type and make sense within the program.

- Do sqrt functions utilize parameters?

Answer: yes

Pass by Value Parameter Passing Technique

- the caller and the callee method operate on two different variables which are copies of each other

Procedural Abstraction

- idea that each method should have a coherent conceptual description that separates its implementation from its users.

Postcondition

- a condition that is true after running the method
- Like incriment and decrimental math, can either be post or preconditional dependent on placement in the variable.

- Which is post condition?
  a.) i++
  b.) ++i

Answer: A

Precondition

- condition that must be true for your method code to work
- Like incriment and decrimental math, can either be post or preconditional dependent on placement in the variable.

- Which is preconditional?

  a.) i++

  b.) ++i

Answer: B

Predefined Method

- they can be called and used anywhere in our program without defining them.
- Can be specific to their methods or classes, but once declared basically available wherever in the program

Primitive Type Variables

- Data types that are specific to Java and can be used throughout the program.
- Consists of boolean, int, float, string, char

- Which of these is the correctly declared data type and variable declaration?

  a.) int num = "5"

  b.) char apple = hello

  c.) string name = "Genesis"

Answer: C

Reference Variables

- A reference variable is a variable that points to an object of a given class, letting you access the value of an object
- Classes, interfaces, arrays, enumerations, and, annotations are reference types in Java

Return Type

- Value that a function returns to the calling print statement or function when it completes its task. A return type can be any one of the variable types; int, float, string, etc.

Scope

- defines where a certain variable or method is accessible in a program

Signature of a Method

- the structure of the method that is designed by the programmer

Static Method

- Static can be applied to variables, methods and nested classes within a class.
- The static keyword in Java is used to share the same variable or method of a given class

Top-Down Development

- the focus is on breaking the bigger problem into smaller one and then repeat the process with each problem

- What type of programming languages would utilize top-down development?

User-defined Method

- The method written by the user or programmer is known as a user-defined method. These methods are modified according to the requirement.

Value-returning Method

- returns a value of some specific type
- must say what type it intends to return

Variable

- Value that can change throughout the program, usually must be declared
- Named with an identifier

Visibility

- keywords in object-oriented languages that set the accessibility of classes, methods, and other members

Void Method

- Methods that do not have a return data type
- keywords in object-oriented languages that set the accessibility of classes, methods, and other members