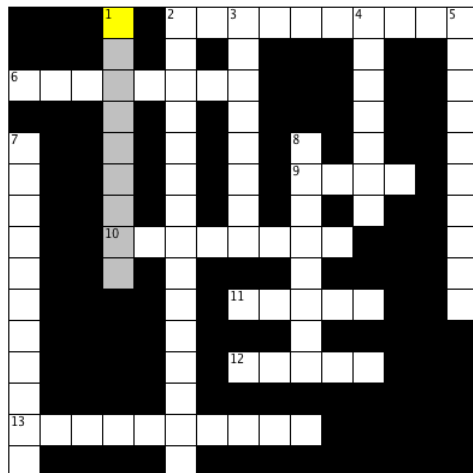# Software Development 3 - Crossword on "Further Abstraction"
(see Chapter 10 in "Objects First" by Kölling & Barnes)

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Also see http://cse.taylor.edu/~sbrandle/bluej/ch10/ch10.html

Across

2. A class ___ an interface if it has a[n] ___ clause and defines all the methods for that interface.

6. A situation in which a class inherits from more than one superclass is called ___ inheritance.

9. An abstract method has no method ___.

10. Classes that are not abstract are called ___.

11. An abstract ___ is not intended for creating instances. Its purpose is to serve as a superclass for other class.

12. A[n] ___ class serves as a superclass to all kinds of simulation participants independent of what they are.

13. The ___ operator tests whether a given object is, directly or indirectly, of a given class.

Down

1. A Java ____ is a specification of a type that does not define any implementation for methods.

2. For a subclass to be concrete it must provide ___ for all inherited abstract methods.

3. A[n] ___-prey simulation can be sued to model the variation in population sizes that result from one species feeding on another.

4. Java knows multiple inheritance of interfaces (using the "implements" keyword) but only a single inheritance for classes (using the ___ keyword).

5. ___ is a technique that can be used to model the behaviour of a real system such as weather, traffic and stock markets.

7. Although a class that implements an interface does not inherit any code from that super type, it is a subtype of the superclass, thus allowing for ___ variables and method calls.

8. A[n] ___ method definition consist of a method signature without a method body.