

Part 3

1. Real-world objects contain state and behaviour .
2. A software object's state is stored in fields .
3. A software object's behavior is exposed through methods .
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data encapsulation .
5. A blueprint for a software object is called a class .
6. Common behavior can be defined in a superclass and inherited into a subclass using the extends keyword.
7. A collection of methods with no implementation is called an interface .
8. A namespace that organizes classes and interfaces by functionality is called a package.
9. The term API stands for application programming interface .

