**ISAT 252—Analytical Methods IV—Programming and Problem Solving**

**Worksheet #10: Object-Oriented Programming**

1. The \_\_\_\_\_\_\_\_ programming practice is centered on creating objects.

D – object oriented

1. An object is a(n) \_\_\_\_\_\_

A – blueprint

1. By doing this, you can hide a class’s attribute from outside the class.

C – begin the name of the attribute with private \_\_

1. The \_\_\_\_\_\_\_\_ method is automatically called when an object is created.

A - \_\_init\_\_

1. A set of standard diagrams for graphically depicting object-oriented systems is provided by \_\_\_\_\_\_\_\_\_\_.

A – the Unified Modeling Language