1) A class is a template for defining objects. ~~of methods~~ The class contains methods and attributes for creating objects. an object is a specific thing created by a class which follows all the attributes in the class.

2) class members are the attributes and methods inside of a class, the attributes refer to the properties of an object and the methods are the functions of an object

3) Encapsulation is the process of only letting certain parts of a class be seen by other classes in order to ~~protect~~ keep the data safe. Information hiding is similar in that it exposes only the nessasary parts of an object in order for the aplication to run propperly.

4) Generalization is the process of combining two or more classes into one superclass through inheritance. Two classes with similar function can be combined into one.

5) aggreaction and composition refer to the ownership of a class. in Aggreaction an object can exist seperatly from the owner, in composition the owned object is created by the owner.

6) Dynamic allocation ~~meeees~~ is the allocation of memory at runtime as opposed to upon compileing.

7) Static method matching is the action of resolving which method to run at the time of compiling.

8) Dynamic binding is when the method called for an object is determined at runtime rather then compile time

9) Poly morphism is the ability for an object to respond to a method in different veys under different circumstances.

10) Deep copy copies all values in the object recusivly and copies all the sub-objects where as a shellow copy only copies the imidiate attributes.

11) Fat interface is when an interface contains more methods then nessacary for the classes.

12) The Open-closed princible says that classes, functions, etc should be open for extension but closed for modification.

13) Dynamic linking loads any libraries upon runtime where as static linking loads the libraries at compile time.

14) The fragile base class problem is when changes to the base class affect the behavior of other classes.