

AP Computer Science

Object Oriented Terminology and Concepts

1. Define the following terms:

- Accessor Methods
- Constructor
- Encapsulation
- Instance
- Instance Variables
- Instantiate
- Mutator Methods
- The “new” keyword
- Overloaded Methods
- Private
- Public
- Static
- Driver Class / Client Code

2. What is the difference between a class and an object

3. Answer the following questions about the difference between Classes and Objects.

QUESTION	CLASS	OBJECT
a. Where does it exist?		
b. Who created it?		
c. What is its purpose?		

4. What is the advantage of making your instance variables private?
5. Explain the difference between a static method and a non-static method in client code.
6. Explain the difference between a static variable and non-static variable