1.	***, /, %, +, -**	Arithmetic operators
2.	**<, >, <=, >=, instanceof**	Relational operators
3.	**&&, ||**	Logical operators
4.	**Add JOptionPane class**	import javax.swing.JOptionPane
5.	**Another name for class method.**	static method
6.	**Any item of data that is associated with a particular object.**	instance variable
7.	**Assume keyboard is a Scanner object. Statement necessary at the end of code block to close the Scanner object.**	keyboard.close();
8.	**The automatic detection and freeing of memory that is no longer in use**	garbage collection
9.	**AWT**	Abstract Window Toolkit
10.	**bunch of classes**	Package
11.	**The concept of classes automatically containing the variables and methods defined in their supertypes.**	inheritance
12.	**A data item associated with a particular class as a whole--not with particular instances of the class.**	class variable
13.	**decision statements like (if - else) and loops can be called?**	control structures
14.	**Declare a new variable - rand - in the random class**	Random rand = new Random();
15.	**Default location for .class files constructed by javac unless the -d option is used?**	Same as source file
16.	**An easily customizable Web browser developed by Sun Microsystems, which is written in the Java(TM) programming language.**	HotJava
17.	**an environmental variable which tells the Java(TM) virtual machine* and Java technology-based applications (for example, the tools located in the JDK(TM) 1.1.X\bin directory) where to find the class libraries, including user-defined class libraries.**	classpath

18.	**Environment variable for java binaries like javac?**	Path
19.	**Environment variable for java classes?**	CLASSPATH
20.	**An event during program execution that prevents the program from continuing normally; generally, an error.**	exception
21.	**Explicit conversion from one data type to another.**	casting
22.	**-expression, +expression, ++expression, !, etc.**	Unary operators
23.	**If a class is declared as public or is referenced from another source file, the filename of the class must be called what?**	the class name
24.	**If I have two classes in one file, only one of the classes can be?**	public
25.	**If the superclass is not explicitly specified, the superclass will implicitly be**	Object
26.	**import statement for using the Random class?**	import java.util.Random;
27.	**import statement goes before or after Javadoc comment?**	before
28.	**In order to run javac from the command line, what environment variable must be set?**	Path
29.	**In the Java(TM) programming language, a type that defines the implementation of a particular kind of object.**	class
30.	**In the method call statement that uses variables, they are called?**	arguments
31.	**invoked by the class instead of a specific instance, and can only operate on class variables.**	class methods
32.	**It signifies that the method or variable can only be accessed by elements residing in its class, subclasses, or classes in the same package.**	protected
33.	**JavaDoc produces what type of documentation?**	HTML
34.	**A Java(TM) programming language keyword optionally used after all "case" conditions in a "switch" statement.**	default
35.	**A Java(TM) programming language keyword that can be used to represent an instance of the class in which it appears**	this

#	Term	Answer
36.	A Java(TM) programming language keyword that defines a group of statements to begin executing if a value specified matches the value defined by a preceding "switch" keyword.	case
37.	A Java(TM) programming language keyword used in a method or variable declaration. It signifies that the method or variable can be accessed by elements residing in other classes.	public
38.	A Java(TM) programming language keyword used in a method or variable declaration. It signifies that the method or variable can only be accessed by other elements of its class.	private
39.	A Java(TM) programming language keyword used to access members of a class inherited by the class in which it appears.	super
40.	A Java(TM) programming language keyword used to create an instance of a class.	new
41.	A Java(TM) programming language keyword used to declare a block of statements to be executed in the event that a Java exception, or run time error, occurs in a preceding "try" block.	catch
42.	A Java(TM) programming language keyword used to define a variable as a class variable.	static
43.	A Java(TM) programming language keyword used to resume program execution at the end of the current loop	continue
44.	A Java(TM) programming language keyword used to resume program execution at the statement immediately following the current statement. If followed by a label, the program resumes execution at the labeled statement.	break
45.	A Java(TM) programming language keyword used to specify an undefined value for reference variables.	null
46.	key word used to define class variables and class methods	static
47.	Largely supplanted by the Project Swing component set.	AWT
48.	The localization of knowledge within a module.	encapsulation
49.	many forms	Polymorphism
50.	The method header definition contains arguments or parameters?	parameters
51.	Methods have these two elements?	header and body
52.	A method that is invoked without reference to a particular object. Class methods affect the class as a whole, not a particular instance of the class.	class method
53.	A module that alternately decodes and executes every statement in some body of code.	interpreter
54.	An object of a particular class.	instance
55.	An operator that has two arguments.	binary operator
56.	An operator that manipulates two values comparing each bit of one value to the corresponding bit of the other value.	bitwise operator
57.	parameters and arguments can also be called what and what?	formal parameters and actual parameters
58.	The Path environment variable should have an entry for what?	JDK bin directory
59.	Process of breaking down a problem into smaller pieces?	functional decomposition
60.	Providing a different implementation of a method in a subclass of the class that originally defined the method.	overriding
61.	A pseudo-method in a class that creates an object.	constructor
62.	A public class (or interface) that is a standard member of the Java(TM) Platform.	core class
63.	References and Acknowledgements from CS 139 go before or after the import statement?	before
64.	The required set of APIs in a Java platform edition which must be supported in any and all compatible implementations.	Core packages
65.	A reusable software component.	bean
66.	The specification of how a programmer writing an application accesses the behavior and state of classes and objects.	API
67.	A subset of the Java Development Kit (JDK(TM)) for end-users and developers who want to redistribute the runtime environment alone.	JRE
68.	A Sun Microsystems initiative to guide developers in writing, certifying, and marketing applications written entirely in the Java(TM) programming language.	100% Pure Java
69.	A void method returns?	nothing

70.	**What does rand.nextInt(10); return? Where rand is an object of the Random Class.**	random integer between 0 and < 10
71.	**What software do I need to have the javac compiler installed?**	Java Development Kit
72.	**When using System.out.printf or System.out.format should you use \n or %n for a new line character?**	%n