

Chapter 8

- What is an array?
- How can you declare an array?
- What's the difference between an array of primitives and an array of objects?
- How can you get an `ArrayIndexOutOfBoundsException`
- What is a variable parameter list?
- How do we create 2D arrays?
 - o What are they used for?
 - o How do we access them?
 - o How do we iterate through them?
- What is an `ArrayList`?
 - o What are the pros/cons of using them?
 - o What types are stored in them?
- What are the `MouseEvents` and `KeyboardEvents`?

Chapter 9

- What is inheritance?
 - o Why do we use inheritance?
- What is the difference between a parent class and a child class?
- How do we access the information in a parent?
- What does the UML diagram look like in an inherited structure?
- What does the super reference do?
- What does the protected visibility modifier do?
- Does Java have multiple inheritance?
 - o How can we overcome this limitation?
- What is the difference between overriding and overloading methods?
- What is an abstract class?
- What is an interface?
- Why would we use them?
- How can we restrict inheritance? (create a final class)
- How has inheritance played a role in our GUI programs?
- How does the `Timer` class work?

Chapter 10 Polymorphism

- What is polymorphism?
 - o Why do we use it?
- What's the difference between early binding and late binding?
- What are the two ways in which we can create a polymorphic structure?
 - o Inheritance
 - o Interfaces

- Sorting
 - How does Selection Sort work?
 - How does Insertion Sort work?
 - How does the Comparable interface work?
 - What happens when we override the compareTo method?
 - How do we best choose which sorting algorithm to use?