

1. Actual Parameter/Argument	The actual value that is passed into the method by a caller	18. Garbage Collection	An automatic memory management feature that is collected by the Java Virtual Machine
2. Ambiguous Invocation	When there are two or more possible matches for the invocation of a method, but the compiler is unable to determine the best match	19. Index	A numeric association to an element in a collection of data; the position of an object in an array
3. Anonymous Array	When there is no explicit reference variable for an array	20. Indexed Variable	the variable inside the brackets, []
4. Array	Stores a fixed-size sequential collection of elements in the same type	21. Infinite Loop	A loop statement that executes infinitely
5. Array Initializer	combines the declaration, creation, and initialization of an array in one statement	22. Information Hiding/Encapsulation	Using a method without knowing how it is implemented
6. Break Statement	Immediately ends the innermost loop	23. Input Redirection	The program takes the input from the file Input.txt rather than having the user type the data from the keyboard at runtime
7. Char type	A character data type used to represent a single character	24. Instance Method	Only can be invoked from a specific string instance
8. Continue Statement	Only ends a current iteration	25. Iteration	A one-time execution of a loop body
9. Divide-and-Conquer / Stepwise Refinement	A technique of writing software where you gradually add error checking and functionality	26. Loop	Controls how many times an operation or sequence of operations performed in succession
10. Do-While Loop	similar to while loop; executes the loop body first and then checks the loop-continuation-condition to decide whether to continue or to terminate	27. Loop Body	The part of the loop that contains the statements to be repeated
11. Encoding	Mapping a character to its binary representation	28. Method	A group of statements to perform a specific task
12. Encoding Scheme	How characters are encoded	29. Method Abstraction	Separating the use of a method from its implementation
13. Escape Character	\ (the backslash)	30. Method Overloading	When there are two methods have the same name but different parameter lists within one class
14. Escape Sequence	\\ (two backslashes)	31. Method Signature	The method name and the parameter list
15. For Loop	Used to execute a loop body a fixed number of times; has three parts: initial action that initializes a control variable, the loop-continuation-condition, and execution after each iteration and is often used to adjust the control variable	32. Modifier	Keywords such as public, static, and final
16. Formal Parameter/Parameter	The variable used in a method to stand for the value that is passed into the method by a caller	33. Nested Loop	Consists of an outer loop and one or more inner loops
17. Format Specifier	Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %	34. Off-by-One Error (Arrays)	When one references the first element in an array with index [1], but it should be [0]
		35. Off-by-One Error (Loops)	Executing a loop one more/less time accidentally
		36. Output Redirection	Sends the output to a file rather than displaying it on the console
		37. Pass-By-Value	The value of the argument passed to the parameter when a method is invoked with an argument

38. Post-Test Loop	Do-While Loop; the condition is checked after the loop body is executed
39. Pre-Test Loop	While & For Loops; the continuation condition is checked before the loop body is executed
40. Scope of a Variable	The part of the program where the variable is accessible
41. Searching	The process of looking for a specific element in an array
42. Sentinel Value	A special value that signifies the end of the loop
43. Static Method	A non-instant method that can be invoked without using an object
44. String	A predefined class in the Java library, not a primitive type, a reference type, also an object
45. Stub	A simple, incomplete version of a method
46. While Loop	Checks the loop-continuation-condition first. If the condition is true, its body is executed; if it is false, it terminates