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| Operand  /ˈɒp.ər.ənd/ | A variable or value that is to be manipulated by an operator. |
| Unary | Unary operators are those that require a single operand. |
| Increment  /ˈɪŋ.krə.mənt/ | An increase in amount. |
| Decrement   /ˈdek.rə.mənt/ | A reduction in amount. |
| Primitive  /ˈprɪm.ɪ.tɪv/ | A primitive data type means values of this type has no methods, only a value. These types serve as the building blocks of data manipulation in Java. |
| Object  /ˈɒb.dʒɪkt/ | An object is an abstract data type defined by a developer. Same as a real-world object, a Java object has state (variables) and behaviour (methods). |
| Overflow  /ˌəʊ.vəˈfləʊ/ | The condition that arises when the result of an arithmetic operation exceeds the size of the location or the amount reserved for receipt of that result. |
| Widening conversion | Changing the data type of a variable to another that is of higher accuracy or precision, e.g. from int to double. |
| Narrowing conversion | Changing the data type of a variable to another that is of lower accuracy or precision, e.g. from double to int, in which case data loss or damage may happen. |
| Cast | A cast is a narrowing conversion. |
| Wrapper class   /ˈræp.ər/ | A class whose object wraps or contains a primitive data type. Wrapper classes are written with an upper case initial, e.g. Double for double, Integer for int etc. |