

Part 03

- 1. Real-world objects contain state and behavior.**
- 2. A software object's state is stored in instance variables (data members).**
- 3. A software object's behavior is exposed through methods (member functions).**
- 4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data encapsulation.**
- 5. A blueprint for a software object is called a class.**