1. This is a collection of programming statements that specify the fields and methods that a particular type of object may have.
2. class
3. method
4. parameter
5. instance
6. A class is analogous to a \_\_\_\_\_\_\_.
   1. cookie
   2. cookie cutter
   3. bakery
   4. soft drink
7. An object is a(n) \_\_\_\_\_\_\_\_.
   1. blueprint
   2. cookie cutter
   3. variable
   4. instance
8. This key word causes an object to be created in memory
   1. create
   2. new
   3. object
   4. construct
9. Two or more methods in a class may have the same name, as long as this is different.
   1. Their return values
   2. Their access specifier
   3. Their parameter lists
   4. Their memory address
10. (True/False) A constructor method must have the same name as its class
11. (True/False)A class can have only one constructor method
12. (True/False)A constructor must be declared with a return type
13. (True/False) A constructor is automatically called each time an object is created