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

ans: a

1. A class is analogous to a \_\_\_\_\_\_\_.
   1. cookie
   2. cookie cutter
   3. bakery
   4. soft drink

ans:b

1. An object is a(n) \_\_\_\_\_\_\_\_.
   1. blueprint
   2. cookie cutter
   3. variable
   4. instance

ans:d

1. This key word causes an object to be created in memory
   1. create
   2. new
   3. object
   4. construct

ans:b

1. 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

Ans: c

1. (True/False) A constructor method must have the same name as its class

Ans: True

1. (True/False)A class can have only one constructor method

Ans:False

1. (True/False)A constructor must be declared with a return type

Ans: false

1. (True/False) A constructor is automatically called each time an object is created

Ans:true