Study Guide 4B – CS 120

1.

a. A variable that is stored within an object

b. Functions that live within an object

c. Constructor is a method of class that initializes an object of that class/type

d. Commands like p.getX( ) that allow us to retrieve information that is within the instance variables of an object.

e. Method that change the state of an object

2.

a. Program creates a circle that moves to the point that is clicked on the graphics window

c. Program does exactly what I thought it would do