PART 03: Fill in the blanks using appropriate term.

1. Real-world objects contain _ **attributes** __ and **behaviors**___.
2. A software object's state is stored in **instance variables** ___.
3. A software object's behavior is exposed through **methods** ___.
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** __.
6. Common behavior can be defined in a _ **superclass** __ and inherited into a **subclass** ___ using the **extends** ___ keyword.
7. A collection of methods with no implementation is called an _ **interface** __.
8. A namespace that organizes classes and interfaces by functionality is called a **package** ___.
9. The term API stands for **Application Programming Interface** ___?