1. Real-world objects contain \_**attributes**\_ and \_**behaviors**\_.
2. A software object's state is stored in \_**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 \_**base class**\_ and inherited into a \_**derived class**\_ using the \_**inheritance**\_ 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 \_**pakage**\_.
9. The term API stands for \_**Application Programming Interface**\_?