1. Only can be invoked from a specific string instance

Instance Method

1. A one-time execution of a loop body

Iteration

1. Only ends a current iteration

Continue Statement

1. Controls how many times an operation or sequence of operations performed in succession

Loop

1. The value of the argument passed to the parameter when a method is invoked with an argument

Pass-By-Value

1. A group of statements to perform a specific task

Method

1. A character data type used to represent a single character

Char type

1. \ (the backslash)

Escape Character

1. Separating the use of a method from its implementation

Method Abstraction

1. Checks the loop-continuation-condition first. If the condition  
   is true, its body is executed; if it is false, it terminates

While Loop

1. \\ (two backslashes)

Escape Sequence

1. Mapping a character to its binary representation

Encoding

1. combines the declaration, creation, and initialization of an array in one statement

Array Initializer

1. The actual value that is passed into the method by a caller

Actual Parameter/Argument

1. Sends the output to a file rather than displaying it on the console

Output Redirection

1. Stores a fixed-size sequential collection of elements in the same type

Array

1. An automatic memory management feature that is collected by the Java Virtual Machine

Garbage Collection

1. A simple, incomplete version of a method

Stub

1. The part of the program where the variable is accessible

Scope of a Variable

1. When one references the first element in an array with index [ 1 ], but it should be [ 0 ]

Off-by-One Error (Arrays)

1. A non-instant method that can be invoked without using an object

Static Method

1. The variable used in a method to stand for the value that is passed into the method by a caller

Formal Parameter/Parameter

1. Immediately ends the innermost loop

Break Statement

1. A predefined class in the Java library, not a primitive type, a reference type, also an object

String

1. Specifies how an item should be displayed, which may be a numeric value, character, Boolean value, or string. Begins with %

Format Specifier

1. The process of looking for a specific element in an array

Searching

1. Do-While Loop; the condition is checked after the loop body is executed

Post-Test Loop

1. How characters are encoded

Encoding Scheme

1. The method name and the parameter list

Method Signature

1. A special value that signifies the end of the loop

Sentinel Value

1. When there are two methods have the same name but different parameter lists within one class

Method Overloading

1. similar to while loop; executes  
   the loop body first and then checks the loop-continuation-condition to  
   decide whether to continue or to terminate

Do-While Loop

1. Consists of an outer loop and one or more inner loops

Nested Loop

1. A numeric association to an element in a collection of data; the position of an object in an array

Index

1. While & For Loops; the continuation condition is checked before the loop body is executed

Pre-Test Loop

1. Keywords such as public, static, and final

Modifier

1. Used to execute a loop body a fixed number of times; has three parts: initial action that initializes a control variable, the loop-continuation-condition, and execution after each iteration and is often used to adjust the control variable

For Loop

1. When there are are two or more possible matches for the invocation of a method, but the compiler is unable to determine the best match

Ambiguous Invocation

1. Using a method without knowing how it is implemented

Information Hiding/Encapsulation

1. The part of the loop that contains the statements to be repeated

Loop Body

1. the variable inside the brackets, [ ]

Indexed Variable

1. A technique of writing software where you gradually add error checking and functionality

Divide-and-Conquer / Stepwise Refinement

1. The program takes the input from the file Input.TXT rather than having the user type the data from the keyword at runtime

Input Redirection

1. When there is no explicit reference variable for an array

Anonymous Array

1. A loop statement that executes infinitely

Infinite Loop

1. Executing a loop one more/less time accidentally

Off-by-One Error (Loops)