* What is the definition of abstraction?

The process of turning complex ideas into simple ones. It is removing characteristics from something so that only the essential ones remain.

* What is an object?

A conceptual model for a category of things, real or imagined, that has a specific responsibility within our program.

* What three elements does an object have?

Responsibility, behaviors and state.

* What is a class?

A template. It is used when an instance is created and assigned to a variable in the program.

* What is a method?

The object’s behaviors. A function associated with a class.

* What is a constructor?

Special method that can initialize attributes.

* What is an attribute?

The object’s state translated to variables.

* What is an instance?

The realization of attributes and methods in the computer’s memory.

* What is the syntax for defining a class?

class *name*:

ex:

class Person:

* What is the syntax for defining a constructor?

Name of the class followed by parenthesis, ex: person1 = **Person()**

* What is the syntax for defining a method?

def \_\_\_\_\_\_\_\_\_\_\_(class)

ex:

def show\_eastern\_name(self):

* What is the syntax for defining an attribute?

class\_name.attribute\_name = …

ex:

self.given\_name = “”

* What is the syntax for creating an instance of a class?

Instance = class()

Ex:

person = Person()

* What is the syntax for accessing an attribute?

Ex:

class.attribute = “Vitor”

Person.given\_name = “Vitor”

* What is the syntax for invoking a method?
* What is alternative meaning for the word *object*?