

## Questions – Chapter 4 - Object-Oriented Programming Concepts

1. Fill in the blanks in each of the following statements:
  - a. Real-world objects contain \_\_\_ and \_\_\_.
  - b. A software object's state is stored in \_\_\_.
  - c. A software object's behavior is exposed through \_\_\_.
  - d. Hiding internal data from the outside world and accessing it only through publicly exposed methods is known as data \_\_\_.
  - e. A blueprint for a software object is called a \_\_\_.
  - f. Common behavior can be defined in a \_\_\_ and inherited into a \_\_\_ using the \_\_\_ keyword.
  - g. A collection of methods with no implementation is called an \_\_\_.
  - h. A namespace that organizes classes and interfaces by functionality is called a \_\_\_.
  - i. The term API stands for \_\_\_.