Keyword Terminology

• **final:** the value of the variable cannot be changed
• **import:** include classes from other libraries
• **new:** call a class’s constructor
• **null:** a reference to no object
• **private:** visible within the same class
• **protected:** visible within the same class or subclass
• **public:** visible from within and outside a class
• **this:** a reference to the current object (self)
Concept Terminology

- **actual parameter**: parameters sent into the method
- **alias**: two variables that reference the same object
- **constructor**: special method that shares the same name as the class and initializes an object
- **formal parameter**: parameters located inside the method
- **instance variable**: variable declared outside of methods in a class
- **method overloading**: multiple methods with the same name but different method signatures
- **method signature**: the method name, number of parameters, types of those parameters, and ordering of those types of parameters
Concept Terminology

- **object reference**: a variable whose value is a memory location; the memory location specifies where the object is located in memory
- **scope**: the part of a program in which a valid reference to a variable can be made
- **static method**: (a.k.a. class method) a method that can be called without first needing an object to be created; it is called from the class instead of the object, e.g. Math.Random()
- **static variable**: (a.k.a class variable) a variable that is shared across all instances of a class; every object created with that class type shares the same static variables