Object-oriented engineering

1 What is a class?
                 - Group objects with some common properties
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2 Parameter-free parameter
     : does not require any parameters (information) to function
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3 Recursion
     : is defining an object using itself

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4 encapsulation
     data and code wrapping mechanism
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5 Debugger
      A tool to help a programmer detect errors in a program
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6 What does the "step" button do?
       To perform the next code step

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7 Describe the difference between “step” and “step into”
               In the case of step, the whole method is performed, while in the case of step into, the method is performed sequentially

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8 What do we call "static"?
                Static class attributes

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9 How can I execute code execution?
               By calling the method; write the method name and any method parameters in parentheses.
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10 What is a method?
                 A specific subroutine performing some specific function. It belongs to the most commonly used tools of almost every programming language
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11 What does the method consist of?
                   An access specifier specifying who can call a method, return type, method name, method parameter list

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12 What does “This” do?
                  “This” is a keyword that, along with the following parameter list, prevents the constructor body from typing again
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13 How are parameters passed to the methods?
                   Characters, logical values, or numbers are passed to the methods by copying the value to the local variable of the method
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14 What do local variables do?

          It is used to remember information within the method. They are declared inside the method and cannot be accessed outside the method

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15 Class interface
             The public part of the class that other functions should have access to. It is recommended to include only the necessary information in the class interface

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16 What types of errors do we know?
               Syntax, compilation, runtime, semantic errors
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17 What does "Test Driven Development" mean?
                 This is a test driven programming

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18 Define "Error"
                  Fatal error caused by lack of resources for virtual machine operation or stack overflow

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19 How can we create a "file" object?
                      - filename (we create from an absolute or relative path that is converted to an abstract path.
                     - file name relative to parent - the abstract path will be created relative to the parent path
                     - Uniform Resource Identifier (URI)
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20 What does GUI stand for?
                 It is a graphical user interface; it is a graphical environment that a common user encounters and works with.
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