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  
     
--  
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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