

## 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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