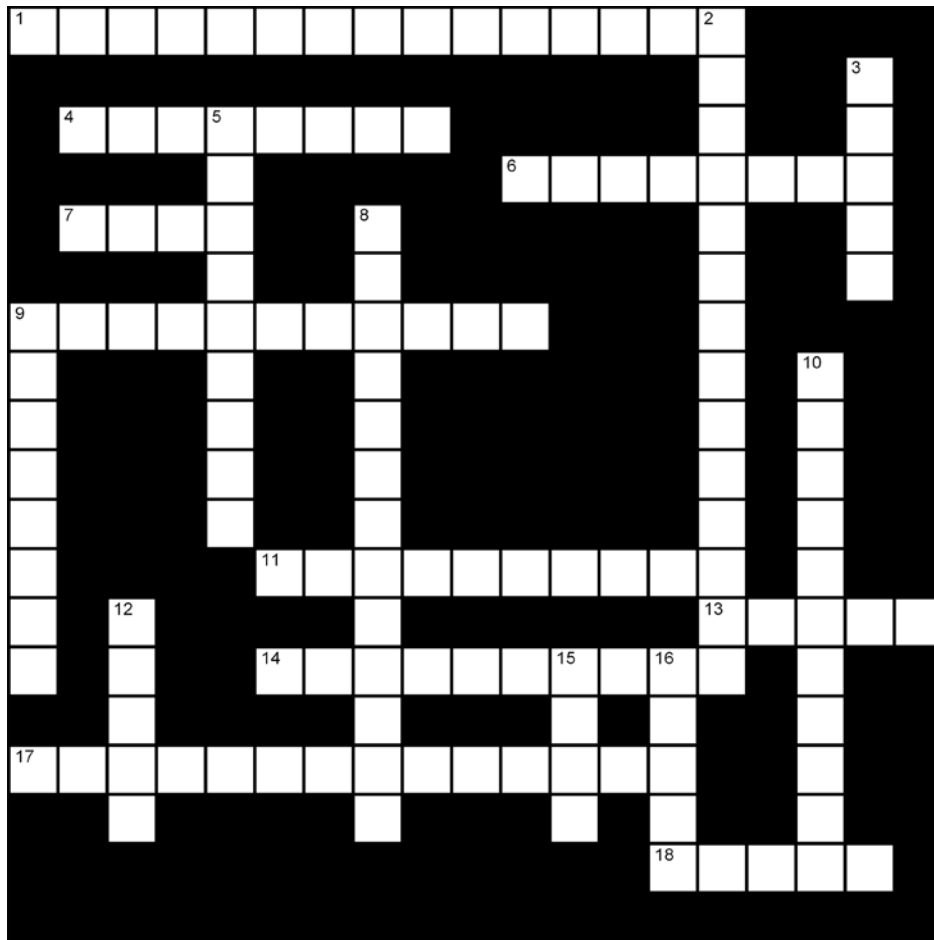


# Crossword Puzzle

NAME \_\_\_\_\_

CLASS / HOUR \_\_\_\_\_



## Across

1. The combination of a method's name and parameter list. (two words)
4. A named location in computer memory where a value is stored.
6. A special symbol that performs a specific operation.
7. A user interface that contains various controls that display data, accept data, and execute tasks.
9. A special method that has the same name as the class.
11. A set of similar type objects that are grouped together.
3. A blueprint, or template, from which objects are created.
14. The type of data that a method returns to its caller. (two words)
17. A keyword that specifies the declared accessibility of types, such as a class and type members, such as the fields and methods of a class. (two words)
18. An action such as a user clicking a button or selecting a value from a list.

## Down

2. A set of special characters used to represent a special character. (two words)
3. A variable that can hold several values of the same data type.
5. A value that cannot be modified once it has been created.
8. Designing an object that will hold and control the state and behavior and defining how the state and behavior may be accessed.
9. A computer program that converts computer program instructions into a machine language.
10. The process of deciding what state and behavior needs to be captured in order to be useful in a computer program.
12. One or more statements located between an opening brace ( { ) and a closing brace ( } ).
15. A keyword that refers to the current instance of the class.
16. To analyze a set of characters in order to further divide the characters into groups.