1 Java uses .... character set.

2 Smallest individual unit in a program is called ....

3 An…………. is an identifiable entity with some characteristics and behavior.

4 .... refers to the act of representing essential features without including the background details or explanations.

5 …………… is the way of combining both data and the functions that operate on that data under a single unit.

6 …………...can be defined as a software bundle of variables and related methods.

7 Real world objects encapsulate **………..** and **………..**

8 Objects interact with one another through **………....**

9 The data in an object is accessed through the member functions of the object known as **…………**

10 The real world objects are implemented in software form by representing their state through variables or data items called **…………..**

11 The **………...**of the object is represented through functions called methods.

12 The values of data member or member variables at any given point of time determine an object's **………...**.

13 A **………...** is a blueprint of set of objects that have a common structure and common behavior.

14 An object is identified by its **………...**.

15 In **………...**, objects are defined by defining a class for them.

16 A class is a named software representation for an **………...**.

17 The ……….... is an object maker or object factory.

18 A ……….....basically represents an abstraction of an object.

19 In software terms, an entity's ……….... are represented through data members.

20 There can be multiple classes representing different ……….....of an object.

21 In Java, methods reside in ....

22 The number and type of arguments of a function are known as ....

23 The first line of function definition that tells about the type of return value along with number and type of arguments is called ....

24 Name the keyword that causes the control to transfer back to the method call.

25 Name the Java keyword that indicates that a method has no return type.

26 The Wrapper class objects' value is comparable to primitive type values. True/false ?

27 An array 18, 13, 2, 9, 5 is 13, 2, 9, 18, 5 after three passes. Which sorting technique is applied on it?

28 A String object cannot be modified after it is created. (T/F)

29 The length of a String object **s1** can be obtained using the expression s1 length. (T/F)

30 A member function having the same name as that of its class is called **…………..** function.

31 A constructor function has **…………** return type.

32 A private constructor allows object creation only inside **…………** functions.

33 A **…………**constructor takes no arguments.

34 A **…………** constructor creates objects through values passed to it.

35 The keyword **…………** refers to current object.

Or

Name the Java keyword that stores the address of the currently-calling object.

36 Many constructor definitions in the same class is known as constructor **………….**