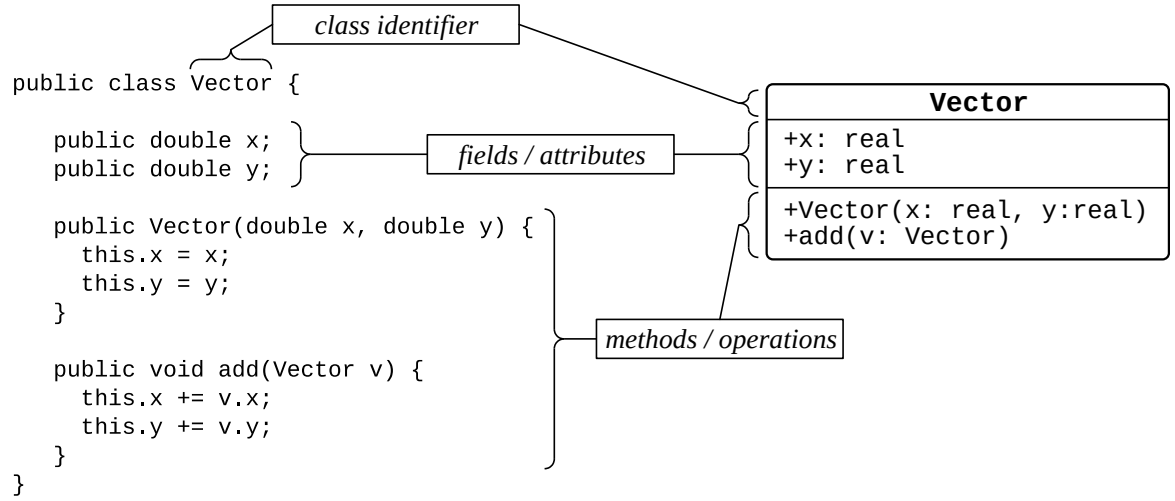
Worksheet: Vocabulary and Concepts

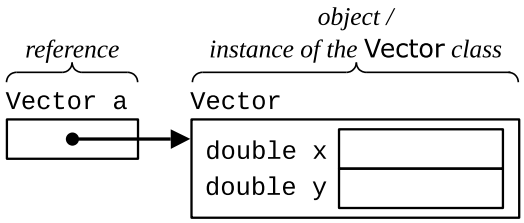
The diagram immediately below has an example class labelled with important vocabulary.



1. Copy each vocabulary word repeatedly into the boxes to the right of it, then copy each definition once into the box(es) below it. Make sure you understand each definition.

a.

class				
A ***class*** is a description of how to create an object.				
A ***class*** defines the state (fields) and the behavior (methods).				



b.

instance				
An ***instance of a class*** is created when memory is allocated for the fields defined in the class.				

c.

object				
Any *instance* of a class is an object.				

Consider the statement: "`Vector v1 = new Vector(3.0, 4.0);`".
Here, `Vector` is a ***class***. `Vector(…)` is its ***constructor***. `v1` is an ***object*** of type `Vector`. Also, `v1` is an ***instance*** of the `Vector` class.