

Name: _____ Date: _____ Period: _____

Chapter 1 C# Cross Word

B O A T T R I B U T E S O F A N O B J E C T S M
C / S C M S H M V A R I A B L E S Y L S V G Y U
S P R C R E I F I T N E D I Y A D / A E A L N T
I U O O Y W I T C A L L / I N V O K E I K I T C
B E R M N A N V A L U E S G E C R M I T L B A E
M R R P F A I O X E T G A H L W E M X R / I X J
T A E U K E Y W O R D S F R E X L S E E R U X B
M W C T C H T Y B A I S C D G C I G A P S S / O
J T I E D E B U G G I N G / U U P C / O D E O N
V F T R G N I S A C L E M A C / M J / R D / D A
G O N S K Y U N G N U T I G U C O E P P N H J F
N S A I H E C N A T I R E H N I C G N Y M C K O
I M M M E G A U G N A L E N I H C A M T I P M S
S E E U C C M A R G O R P L A R U D E C O R P R
A T S L L E I T C E J B O N A F O E T A T S S O
C S V A A P P L I C A T I O N S O F T W A R E I
L Y S T E G V H L H X R D N E C A F R E T N I V
A S N I C R D S Y N T A X E R R O R W O T J R A
C P R O G R A M M I N G L A N G U A G E F H Y H
S L / N K R E R A W T F O S E M E T H O D S C E
A L J S I N S T A N C E O F A C L A S S H D E B
P A F O B J E C T Y L O G I C P Y M W E W R E G
P R O G R A M C V M N L N E R A W D R A H T E L
W Y O B J E C T O R I E N T E D A P P R O A C H

object-oriented approach
computer simulations
procedural program
pascal casing
call/invoke
variables
keywords
program
class

C# programming language
application software
machine language
camel casing
properties
debugging
hardware
Object
Logic

attributes of an object
instance of a class
semantic errors
syntax error
Identifier
argument
software
values

behaviors of an object
state of an object
system software
inheritance
Interface
compiler
methods
syntax