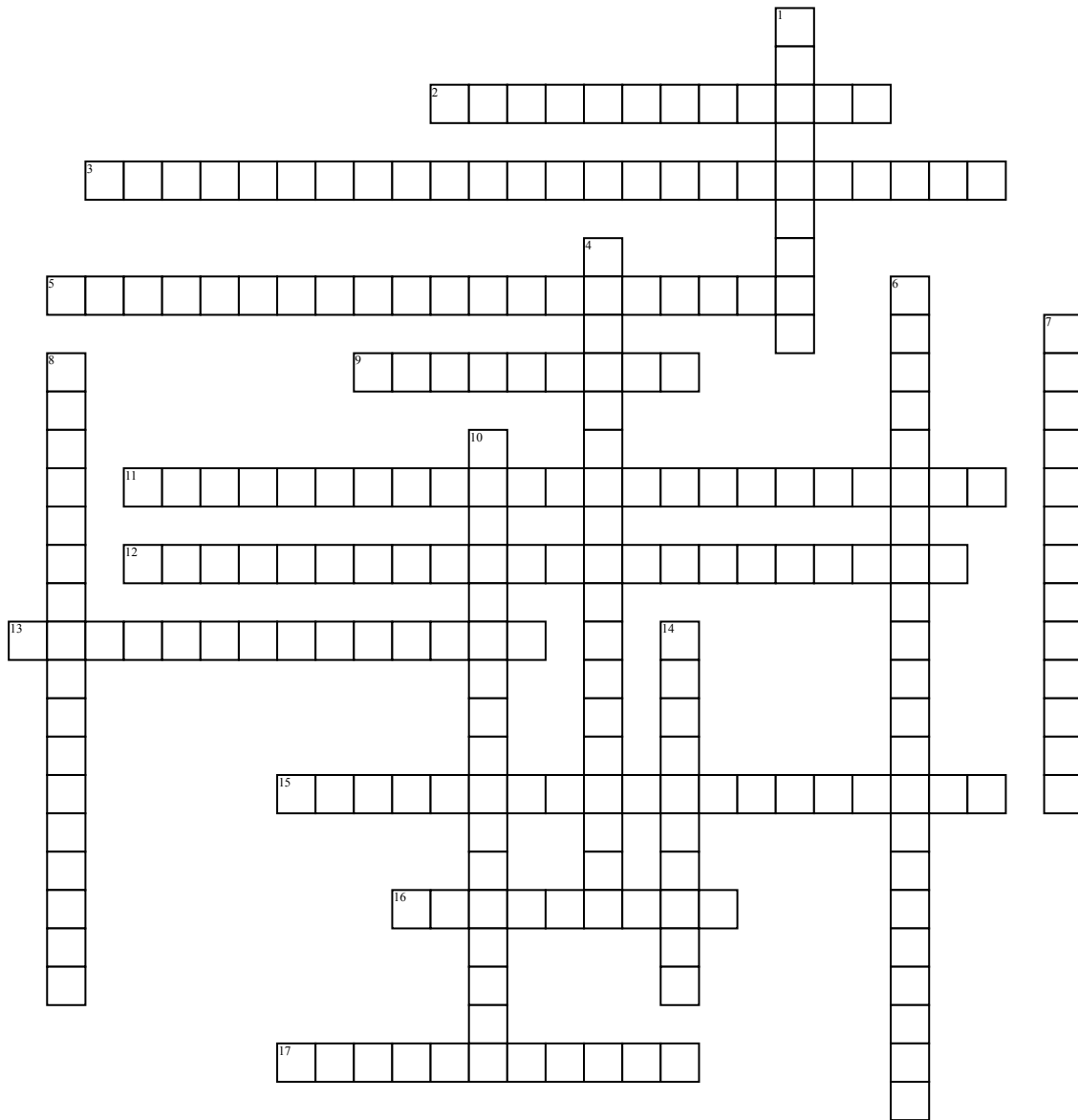# Chapter 9 Vocab Words P2

Across

2. A field that has a property coded for it.

3. A _____ _____ is one that takes no arguments.

5. The _____ _____ contains the definition for the CompareTo() method.

9. An _____ is a collection of abstract methods (and perhaps other members) that can be used by any class, as long as the class provides a definition to override the interface's do-nothing, or abstract, method definitions.

11. An _____ _____ _____ is one in which the code within the accessors is created automatically. The only action in the set accessor is to assign a value to the associated field, and the only action in the get accessor is to return the associated field value.

12. The _____ _____ _____ _____ _____ is the value initialized with a default constructor

13. An instance method's _____ _____ is the object references by this.

15. _____ _____ are auto implemented properties.

16. The _____() method of the IComparable interface compares one object to another and returns an integer.

17. A method that instantiates (creates an instance of) an object.

Down

1. When a method _____ another, it takes precedence over the method, hiding the original version.

4. a parameterless constructor

6. A _____ _____ is a clause that indicates another instance of a class constructor should be executed before any statements in the current constructor body.

7. The _____ _____ is the reference to an object that is implicitly passed to an instance method of its class.

8. An _____ _____ allows you to assign values to any accessible members or properties of a class at the time of instantiation without calling a constructor with parameters.

10. An _____ _____ is undeclared and gets its value automatically.

14. A _____ contains the actions you require when an instance of a class is destroyed.