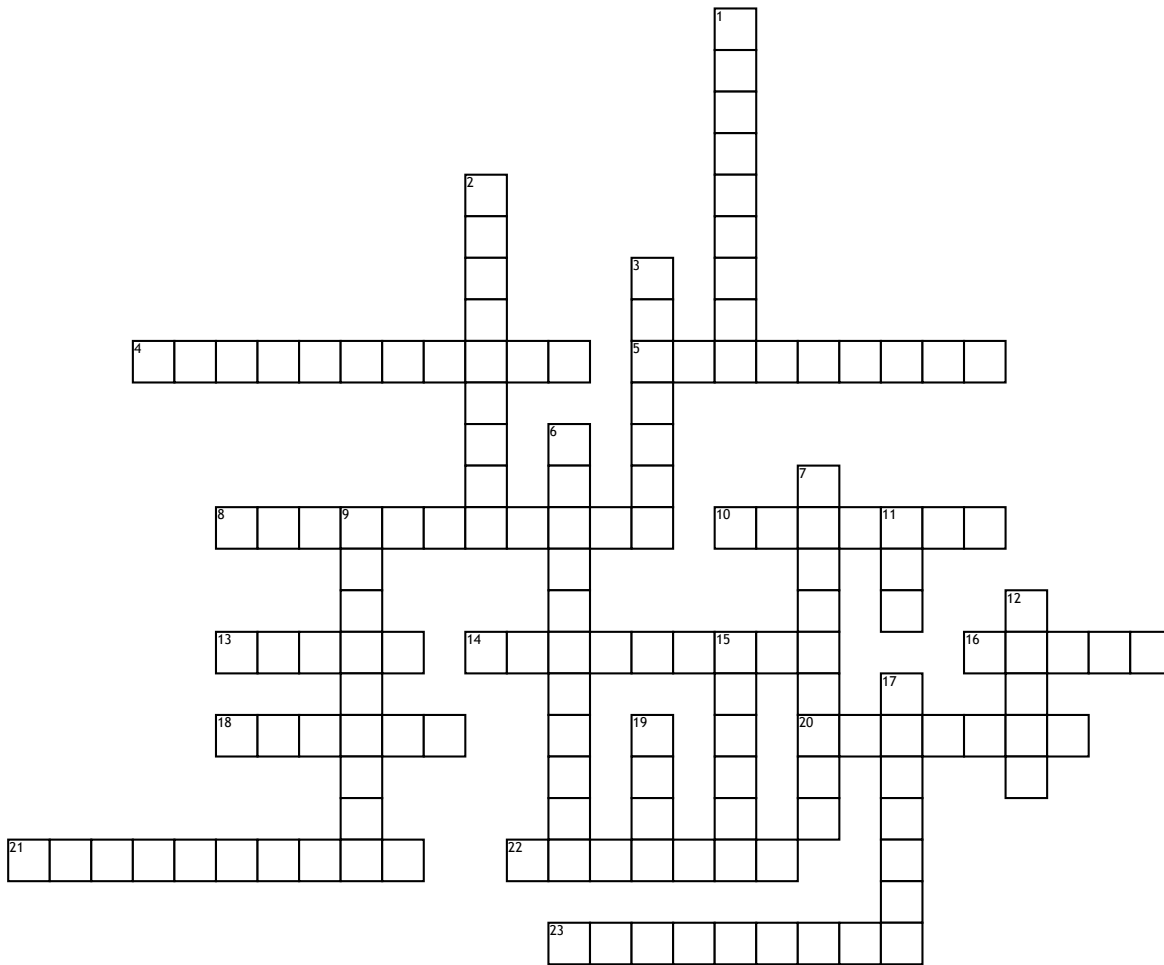


Name: _____

Date: _____

Java1



Across

4. JDK: Java _____ Kit
 5. Like an abstract class but cannot be instantiated
 8. One of the fundamental principles of object oriented programming
 10. You build your code
 13. Declare a constant with the keyword?
 14. Like an array, but shrinks and grows
 16. Not just for coffee, get out of the loop

18. A class variable is declared _____?

20. True or False?
 21. Encapsulation
 22. Classes that allow primitive types to be accessed as objects
 23. int, double, char; For example

Down

1. add one to i
 2. The java programming language contains a variety of these e.g. assignment or expression

3. Can only be seen within their own class
 6. Special type of method often used for initialisation
 7. Class cannot be changed
 9. You don't just throw a ball
 11. NetBeans, Eclipse
 12. A container object that holds a fixed number of values of a single type
 15. To call a method
 17. Type of loop (2 words)
 19. While, enhanced, for