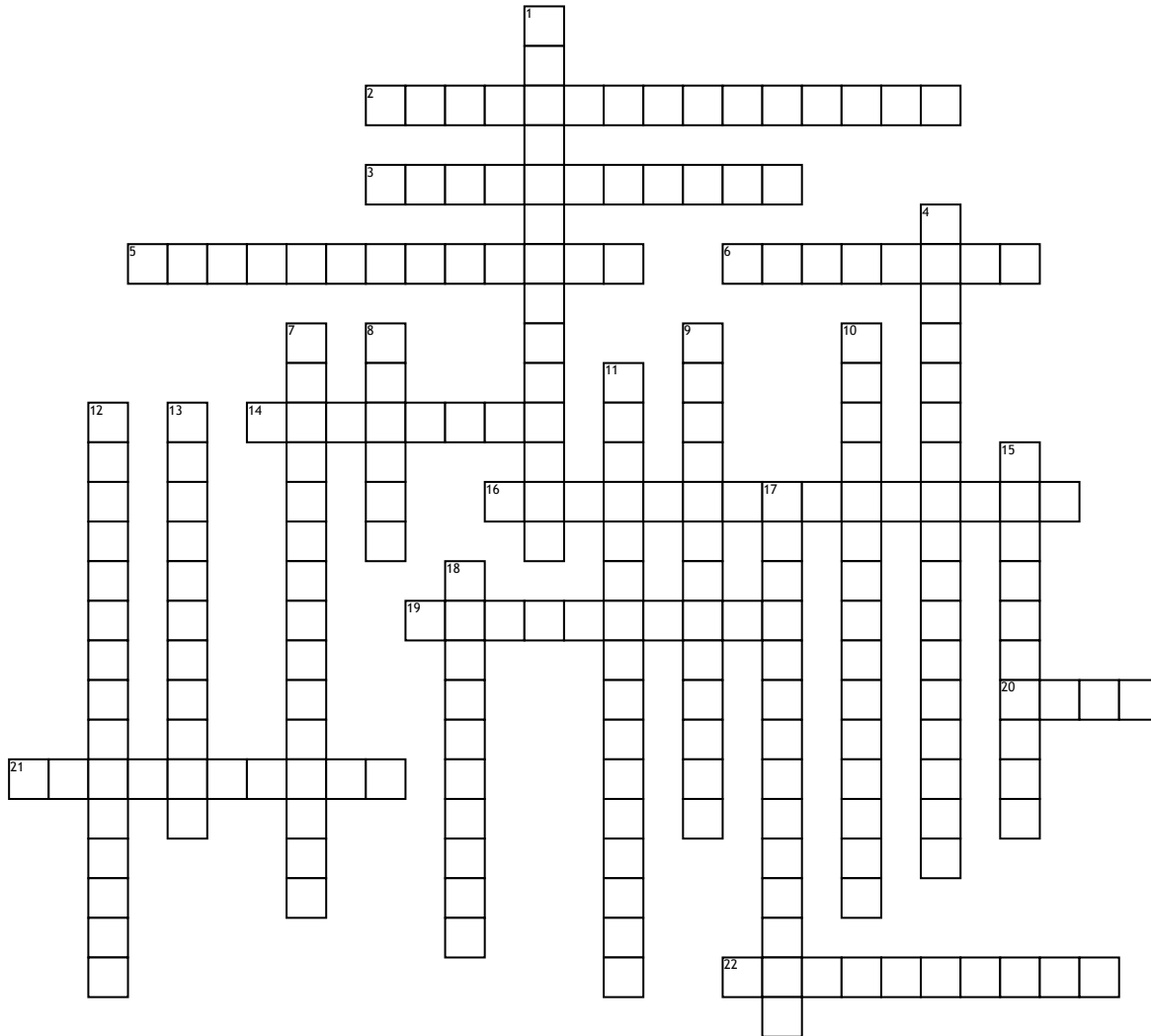


# Study Guide Two



## Across

2. the actual value that is passed into the method by a caller  
 3. the set of permissions or restrictions provided to a data type.  
 5. the part of the method definition that occurs at the beginning  
 6. a value or address passed to a procedure or function at the time of call.  
 14. changes, clarifies, qualifies, or limits a particular word in a sentence in order to add emphasis, explanation, or detail.  
 16. Information can be passed to methods as parameter. Parameters act as variables inside the method.  
 19. represents the arguments and return type accepted and returned by a method handle, or the arguments and return type passed and expected by a method handle caller

## 20. executing a function

21. simply stub in software development is a piece of code used to stand in for some other programming functionality  
 22. can be any legal identifier

## Down

1. the shared library concept for .NET  
 4. defines all the method's attributes, such as access level, return type, name, and arguments  
 7. The order in which statements are executed  
 8. a program that controls the operation of a device such as a printer or scanner.  
 9. a Black-Box testing technique used to check the errors at the boundaries of an input domain.

## 10. the identifier used in a method to stand for the value that is passed into the method by a caller.

11. a method is a programmed procedure that is defined as part of a class and included in any object of that class.  
 12. a set of parameters that defines the user's language, region and any special variant preferences that the user wants to see in their user interface.  
 13. a method which is bound to the class and not the object of the class  
 15. a routine that applies to a particular class of objects  
 17. keywords in object-oriented languages that set the accessibility of classes, methods, and other members  
 18. all of the action of a method takes place