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Object-Oriented Programming

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Terminology Study Guide

Access function	Function polymorphism	Pop
Actual parameter	Function prototype	Private member
Argument	Fundamental type	Protected member
Array	Global variable	Public member
Attribute of an object	Goto-less programming	Push
Base class	<i>has-a</i> relationship	Queue
Binary search	Header file	Record
Boolean function	Information hiding	Recursion
Bubble sort	Inheritance	Repetition structure
Case structure	Inline function	Run-time error
Character array	Input parameter	Scope of variables
Class	Input validation	Selection sort
Class hierarchy	Insertion sort	Selection structure
Class implementation	Interpreter	Self-documenting program
Class interface	<i>is-a</i> relationship	Side effects
Cohesion	Iteration structure	Source code
Compiler	Lifetime of variable	Stack
Compile-time error	Linear list	Static variable
Compound statement	Linear search	Stream extraction operator
Constructor	Link	Stream input/output
Data structure	Load	Stream insertion operator
Data type	Local variable	String
Default constructor	Member data	Struct
Default destructor	Member function	Structured programming
Derived class	Method	Subclass
Destructor	Modular decomposition	Subscript
Encapsulation	Modularity	Substring
Executable file	Multi-dimensional array	Superclass
File	Nested-if structure	Switch structure
File input/output	Object	Syntax error
Formal parameter	Object-oriented programming	Top-down design
Function	Operator overloading	User-friendly
Function call	Output parameter	Variable-length arrays
Function library	Parameter	Variable-length lists
Function overloading	Polymorphism	Visibility of variable