

*City University of New York
Baruch College Zicklin School of Business
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Object-Oriented Programming I
For Exam #1

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Terminology Study Guide

Abstraction	File input/output	Output parameter
Access function	Formal parameter	Parameter
Actual parameter	Function	Polymorphism
ALU	Function call	Preprocessor
Argument	Function library	Private member
Array	Function overloading	Programming paradigm
Assembly language	Function polymorphism	Protected member
Assignment operation	Function prototype	Public member
Attribute of an object	Fundamental type	Record
Automatic variable	Global variable	Recursion
Base class	Goto-less programming	Repetition structure
Block of code	Header file	Run-time error
Boolean function	Information hiding	Scope of variables
Built-in function	Inheritance	Selection structure
Case structure	Inline function	Self-documenting program
Class	Input parameter	Side effects
Class implementation	Input validation	Source code
Class interface	Interpreter	Static variable
Cohesion	Iteration structure	Steps in program development
Compiler	Lifetime of variable	Stream extraction operator
Compile-time error	Link	Stream input/output
Compound statement	Load	Stream insertion operator
Constructor	Local variable	Struct
CPU	Machine language	Structured programming
Data type	Member data	Subclass
Derived class	Member function	Superclass
Derived type	Method	Switch structure
Destructor	Modular decomposition	Syntax error
Encapsulation	Modularity	Top-down design
Exception handling	Nested-if structure	User-friendly
Executable file	Object	Visibility of variable
External variable	Object-oriented programming	
File	Operator overloading	