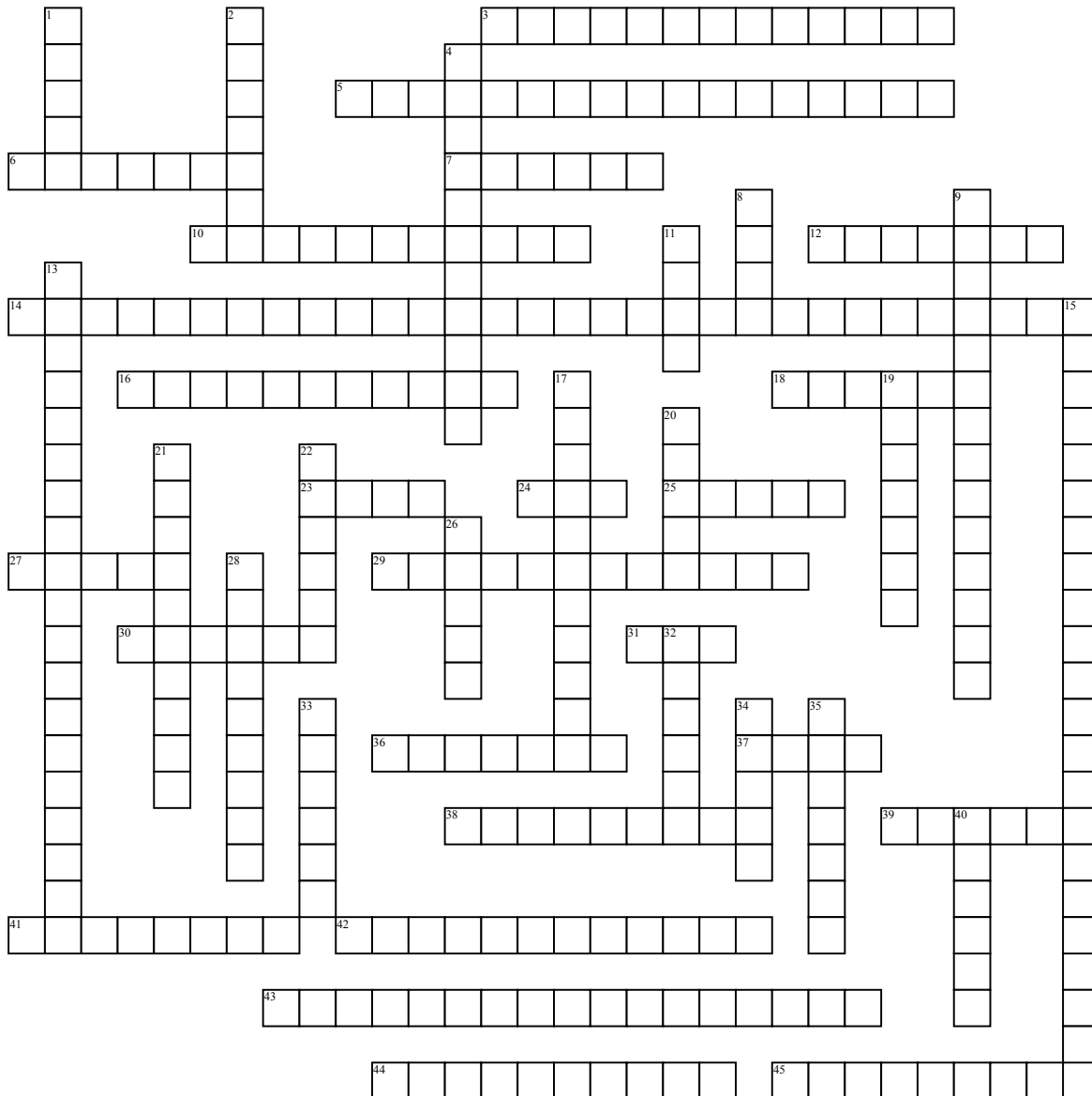# JAVA

Across

3. Binding (or wrapping) code and data together into a single unit is known as

5. Java automatically frees the used memory for other uses

6. The -------- is accessible only within class

7. a lightweight sub-process, the smallest unit of processing.

10. When one object acquires all the properties and behaviors of parent object known as

12. The------------- is accessible only within package

14. inserting any value in the wrong index of array, it would result in

16. is a special type of method that is used to initialize the object.

18. class which is the superclass of all classes

23. refer primitive datatype in JAVA

24. block is used to enclose the code that might throw an exception. It must be used within the method.

25. keyword is used to explicitly throw an exception

27. keyword is used to apply restrictions on class, method, and variable.

29. When one task is performed by different ways known as

30. keyword Used at the beginning of a source file to specify classes or entire Java packages to be referred to later without including their package names in the reference

31. first official name given to JAVA language was

36. is a group of similar types of classes, interfaces, and sub-packages.

37. Scanner class belongs to the package

38. A data element whose value is an address.

39. Classes maintain one copy of class variables regardless of how many instances exist of that class.

41. variable/A variable which is created inside the class but outside the method

42. who developed JAVA language

43. powerful mechanism to handle the runtime errors so that normal flow of the application can be maintained.

44. Providing a different implementation of a method in a subclass of the class that originally defined the method.

45. method is used to perform cleanup processing just before the object is garbage collected.

Down

1. can be used to refer immediate parent class instance variable or method.

2. refer primitive datatype in JAVA and to an expression or variable that can have only a true or false value.

4. Hiding internal details and showing functionality is

8. keyword can be used to refer current class instance variable or method.

9. is a process of executing multiple threads simultaneously.

11. default package included in all projects of JAVA

13. divide any number by zero, there occurs

15. The wrong formatting of any value may occur

17. Using one identifier to refer to multiple items in the same scope. In the Java(TM) programming language, you can use same method name with different arguments or return type

19. keyword Used in a class declaration to specify the superclass; used in an interface declaration to specify one or more super interfaces.

20. block is used to handle the Exception

21. keyword Included in a class declaration to specify one or more interfaces that are used by the current class.

22. Any entity that has state and behavior is known as

26. Collection of objects is called.It is a logical entity.

28. the ----------- is accessible within a package and outside the package but through inheritance only

32. to set the data of a variable (involves the equal sign).

33. The -------------is accessible everywhere

34. can be used to refer immediate parent class instance variable or method.

35. block is always executed whether an exception is handled or not

40. -------- is a special type of program that is embedded in the webpage to generate the dynamic content