

item

new Dog ("Rex")

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item

this

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item

if (quantity >=
0)
this.quantity =
quantity;

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item

private

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item

```
book.getTitle()
```

item

```
enum Coin  
{ HEADS, TAILS }
```

item

```
.ordinal()
```

item

```
.name()
```

item

```
static int x;
```

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item

```
int x;
```

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item

```
public  
Dog(String name)  
{ }
```

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item

```
Calling a method  
on  
a null reference
```

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item

void

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item

Base case

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item

**hello(String s)
hello(int n)**

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item

Pure function

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description

Creates a new Dog object

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description

Refers to the current
object

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description

A setter that rejects
negative quantities

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description

Restricts access to
inside the same class
only

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description

Returns the value of
the `title` field

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description

A fixed set of
named constants

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description

The position of an
enum constant (starting
at 0)

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description

An enum constant's
own
name, as a `String`

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description

Declaring a static field

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description

Declaring an instance field

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description

Declaring a constructor

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description

Throws a NullPointerException

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description

Return type for a
method
that returns nothing

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description

Overloaded methods

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description

Stops a recursive
function
from calling itself
forever

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description

Same output for the
same
input, no side effects

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