

- **Carrying Capacity**: Maximum sustainable population for an area.
- **Behavior**: How an animal acts.
- **Anthropomorphism**: Giving human thoughts and emotions to animals.
- **Instinctive Behavior**: Actions that are inherited, automatic, and inflexible.
- **Learned Behavior**: Actions that can be modified using past experiences.
- **Stimulus**: Change in the environment.
- **Response**: Reaction to a stimulus.
- **Ethology**: Study of an animal in its environment.
- **Habituation**: Learned behavior where an animal ignores a stimulus after repeated exposure to it.
- **Association**: Making a connection between a stimulus and an outcome.
- **Classical Conditioning**: Association when a natural response to a natural stimulus occurs with a new unrelated stimulus.
- **Operant Conditioning**: Association that uses positive and negative reinforcement.
- **Observational Learning**: Association when an animal either imitates or avoids an action due to watching another animal perform it and seeing the consequences.
- **Imprinting**: Learning when a young animal is primed to learn a behavior in a short period during a specific time (critical period).
- **Insight**: Learning when a past experience is recognized to solve a new problem.
- **Thinking**: Mental process that involves memory and recognizing info.
- **Pheromones**: Chemicals released by an animal to trigger a change in others of the same species.