**CLASS:**

A class — in the context of Java — is a template used to create objects and to define object data types and methods.

Classes are categories, and objects are items within each category.

All class objects should have the basic class properties.

For example: an Employee class may contain all the employee details in the form of variables and methods.

**METHOD:**

A method is **a block of code which only runs when it is called**. You can pass data, known as parameters, into a method. Methods are used to perform certain actions, and they are also known as functions.

**OBJECT:**

A Java object is a member (also called an instance) of a Java class. Each object has an identity, a behavior and a state. The state of an object is stored in fields (variables), while methods (functions) display the object's behavior. Objects are created at runtime from templates, which are also known as classes.

 For example: in real life, a car is an object. The car has attributes, such as weight and color, and methods, such as drive and brake.

**INHERITANCE:**

Inheritance in Java is **a concept that acquires the properties from one class to other classes**; for example, the relationship between father and son. Inheritance in Java is a process of acquiring all the behaviours of a parent object.

For example, **a child inherits the traits of his/her parents**. With inheritance, we can reuse the fields and methods of the existing class.

**ABSTRACTION:**

Hiding the data.

EX:Atm

**ENCAPSLATION:**

Wrapinng up of the data into a single unit.

EX: capsales tablets