Explain the concept of object-oriented programming.State what is constructor and its use.

* Object-Oriented Programming (OOP) is a programming type that organizes software design around objects and classes.
* It makes the code more usable, maintainable, and secure.
* Below are principle of OOPS:

1. Encapsulation.
2. Abstraction.
3. Polymorphism.
4. Inheritance.

* **Constructors**: A constructor is a special method in a class used to initialize objects. It is called when an object of a class is created.

1. Type of construction:

* **Default Constructor**: Automatically provided by Java if no constructor is defined. Initializes object fields to default values.
* **Parameterized Constructor**: Defined by the programmer to initialize objects with specific values.