Ans 4.

**A Module is a group of closely related packages and resources along with a new module descriptor file.**

When we create a module, we include a descriptor file that defines several aspects of our new module:

* Name – the name of our module
* Dependencies – a list of other modules that this module depends on
* Public Packages – a list of all packages we want accessible from outside the module.
* Services Offered – we can provide service implementations that can be consumed by other modules.
* Services Consumed – allows the current module to be a consumer of a service.
* Reflection Permissions – explicitly allows other classes to use reflection to access the private members of a package.

The module naming convention is same as packages naming convention.