**Inheritance** -In which one object acquires all the properties and behaviors of a parent object.

 you can create new [classes](https://www.javatpoint.com/object-and-class-in-java) that are built upon existing classes. When you inherit from an existing class, you can reuse methods and fields of the parent class. Moreover, you can add new methods and fields in your current class also.

**Interface** An **interface in Java** is a blueprint of a class. It has static constants and abstract methods.

**Overriding** Overriding is a feature that allows a subclass or child class to provide a specific implementation of a method that is already provided by one of its super-classes or parent classes. When a method in a subclass has the same name, the same parameters or signature, and the same return type(or sub-type) as a method in its super-class, then the method in the subclass is said to override the method in the super-class.

**Overloading**  Method Overloading allows different methods to have the same name, but different signatures where the signature can differ by the number of input parameters or type of input parameters, or a mixture of both.

**implements**

**extends** it is possible to inherit attributes and methods from one class to another.

Parent class

Object

Constructer-method with same name as a class

Push commands