- Anonymous class = A class that doesn’t have a name. Cannot be reused. Add custom behavior without having to create a new class. Often used for one time uses (TimerTask, Runnable, callbacks)

- Timer = Class that schedules tasks at specific times or periodically

-TimerTask = Represents the task that will be executed by the Timer. Need to extend the TimerTask class to define your task. Create a subclass of TimerTask and @Override run()

- Generics = A concept where you can write a class, interface, or method that is compatible with different data types.

<T> type parameter (placeholder that gets replaced with a real type)

<String> type argument (specifies the type)

- HashMap = A data structure that stores key-value pairs. Keys are unique, but Values can be duplicated. Does not maintain any order, but is memory efficient

HashMap<Key, Value>

- Enums = (Enumerations) A special kind of class that represents a fixed set of constants. They improve code readability and are easy to maintain. More efficient with switches when compare Strings