

Core Principles of OOP:

1. **Abstraction:** Focus on essential qualities while ignoring irrelevant details.
2. **Encapsulation:** Bundling data with methods that operate on that data; restrict access to some components.
3. **Inheritance:** Mechanism for creating a new class based on an existing class (IS-A relationship).
4. **Polymorphism:** Ability to process objects differently based on their data type or class.

Classes and Objects:

Class: Blueprint for creating objects.

Object: Instance of a class.

Members: Properties (attributes) and methods (behaviors).

Constructors:

Definition: Special method for initializing objects.

Types:

- No-argument constructor: Initializes with default values.
- Parameterized constructor: Initializes with specified values.

Example:

```
public class Student {  
    public int id;  
    public String firstName;  
    public String surname;  
      
    public Student(int id, String firstName, String surname) {  
        this.id = id;  
        this.firstName = firstName;  
        this.surname = surname;  
    }  
}
```

Inheritance:

Definition: New class inherits properties and methods from an existing class.

Java Syntax:

```
public class Student extends Person {}
```

Encapsulation:

Access Modifiers:

- **public:** Accessible from any class.
- **private:** Accessible only within the defining class.
- **protected:** Accessible by subclasses and classes in the same package.

Polymorphism:

Method Overriding: Same method name, different implementation in subclasses.

Example:

```
class Animal {  
    ... void sound() { System.out.println("Animal sound"); }  
}  
  
class Dog extends Animal {  
    ... void sound() { System.out.println("Bark"); }  
}
```

Collections and Arrays:

Definition: Used to store multiple objects.

Example:

```
Student[] students = new Student[10];
```

Static Members:

Definition: Belong to the class rather than any instance.

Example:

```
class Counter {  
    static int count = 0;  
    Counter() { count++; }  
}
```

Every time a new counter class is instantiated, the count variable will increase by 1.

Method Overloading:

Definition: Multiple methods with the same name but different parameters.

Example:

```
void add(int a, int b) { }  
void add(double a, double b) { }
```

Best Practices:

- **DRY Principle:** Don't Repeat Yourself.
- Use meaningful names for classes and methods.
- Keep methods focused on a single task.