1. a. class/template

* class is a template (blue print/ prototype) with similar attributes and methods
* user define blueprint with similar states(variables) and behaviors(methods)

b. Object/Instance

* an instance which is making using blue print which has states and behaviors

c. Methods/functions

* the place make a single unit which are repeating codes
* two types 🡪 instance and static
* need modifiers 🡪 default, public, private, protected (4 access modifiers)
* rules,
* need access modifiers
* need return type
* need method name

d. Attributes/properties

the context which keeps values until the end of executaion of a code

there are two types 🡪 reference and non reference

e. Reference variables

static instance local

variable which can keep memory address

f. Primitive variables

static, instance, local

which are storing primitive data

g. Method parameters

parameters in method signature which expecting values

methods parameters are local variables

h. Local variables

variables which are created in constructor or method or block

I. Default values

instance variables and static variables both have default values

j. Declaration values

user input values