**Abstraction,** it is the process of turning complex ideas into simple ones by reducing the amount of code in this way.

**Encapsulation**, Encapsulation is the act of hiding something like if you would put it inside a capsule. By doing it in a program, others won’t be able to see or manipulate your code; more importantly, other codes can’t affect the encapsulated one.

**Inheritance,** in programming, is the ability to use attributes from one class in another different one, and those attributes can be used in several classes, those classes inheriting the classes from the base one.

**Polymorphism,** when we use polymorphism in a class, we give them the ability to take on other forms, this class now can change the behavior in a method inherited from a parent class. The method name still the same but what it contains can change.