**Java:**

Java is platform independent and pure object oriented programming language.

1. Simple
2. Portable Vs Platform independent.

OOPs

object : object is an any real-world entity

property or state --🡪 have -🡪 int, float, char, double, string etc

Person

Behaviour-🡪do/does -🡪function / methods

Bank

Animal

Car

Customer

Product

Mobile

Object is concept.

Class/function(JS using ES5 )

Blue print of object or template of object.

In Java variables or fields are divided into 3 types.

1. Instance variable
   1. Variable declared outside a method is known as instance.
   2. It hold default value.
   3. We can access those variable inside a method but method must be part that class and it must be non static.
2. Local variable
   1. The variable which declared inside a method is known as local variable
   2. It doesn’t hold default value
   3. Scope within that method where it declared.
3. Static variable

Constructor : constructor is a special method which help to create the memory.

1. Constructor have same name as class itself.
2. Constructor doesn’t have return type.
3. Constructor no need to call it will call automatically whenever we create the object.
4. If we don’t write any constructor by defaut default constructor present and it is empty constructor. If we write any constructor empty or parameter.

Encapsulation :

Binding or wrapping data(variables) and code(methods) in a single unit is known as encapsulation.

Example : class.