1.
a class is the blueprint of objects.it defines the properties and methods
that the objects of the class will possess once created.
encapsulation is the concept of hiding the data or implementation of methods
of a class from the outside world for security.
inheritance is when a class inherits properties and methods of another class.
polymorphism allows objects of classes to be treated as objects of a common
final vs const: a final variable can be assigned a value only once at any time,
whereas const variable must have a constant value at compile-time.

2.
classes: to define blueprints for things, use the class keyword.
variables: hold information about objects and can be set directly or through constructors.
methods: specify the capabilities of a class.
constructors might be named, parameterized, or simple; they initialize objects.
this: helps explain variables by referring to the current object.
inheritance: utilize extends to reuse and expand functionality.
control who has access to private variables with getters and setters.
static members: methods or attributes that are the same in every instance.