Encapsulation:

* Binding Data and code together
* Here all variables will be declared as private and to set data we use setter method and to get data we use getter method.
* Example: POJO classes 🡺 Plain old java object 🡺 it contains all private variables and setter and getter methods, and it won’t extends other classes.

Polymorphism:

* An object can acquire multiple ways can be created.
* While creating an object if it creates at runtime rather than compile time is called runtime polymorphism.

Method Overloading:

* In a class if we have same methods name with different parameters.
* This helps code readability.

Method overriding:

* If a child class inherits a parent class method and has same name and same parameters is called method overriding.
* Code reusability.
* We cannot override private methods 🡺 we cannot access them
* We cannot override static methods.