In java we have four superpowers which are most popularly known as OOPS features

- 1. Encapsulation
- 2. In heritance
- 3. Polymorphism
- 4. Abstraction

Abstraction

It is a process of hiding the implementation details from the user and showing only necessary details to the user

In java we have 3 basic java programming elements

- 1) Class (nearly 90%)
- 2) Interface (8 to 10%) if we want to achieve ABSTRACTION in our project
- 3) Enum (less than 2%) if our project has universal constants

In java we are having 4 access modifiers

But for Java class we can use only 2 access modifiers

- 1)public
- 2) package private (default)

Class

```
<Access Modifier>class<ClassNames>
  Variable;
  Methods;
 Create objects;
 Blocks;
Example for java class:
Public class ClassA
----;
}
Example 2
class ClassB
-----;
}
```

If we are not writing access modifier in example 2 because we do not need to write for default (package-private) if we write, we get an error

Q) What is the Java Method? A) It is a place where we will be writing the BUSINESS LOGIC. Syntax of java method <AccessModifier><Return Type><MethodName>() {, -----; // Method Body (or) Method Functionality (or) Method Implementation For Method we can use 4 access modifiers Note always there should be return type before method name Return Type: [4 options] (if we don't want to return anything) 1) Void

(int, byte, short, long, float, double, char & Boolean)

4) Interfaces

3) Classes

2) All the 8 primitive Datatypes

```
Example 1
Public void meth1()
Example 2
Private void meth2()
{
Example 3
Protected void meth3()
{
Example 4
void meth4()
{
```

- Q) How many methods can we write inside a Java Class?
- A) We can write any number of methods.

Q) When will a java method be executed?

```
Example

public class ClassA

{

  public void method1()

  {
    }

  public void method2()

  {
    }
```