90) What are 4 pillars of Object Oriented Programming Language?
91) What is mean by Data hiding?
92) How we achieve data hiding in java?
93) What is abstraction?
94) How we achieve abstraction in java?
95) What is encapsulation?
96) How we achieve encapsulation in java?
97) What is mean by inheritance?
98) Types of inheritance?
99) How we achieve inheritance in java?
100) Which types of inheritance are supported in Java and
      Which types of inheritance are not supported in java?
101) What is composition?
102) What is aggregation?
103) What is mean by method signaure?
104) What is mean by method overloading?
106) What is advantage of method overloading?

107) overloading concepts is applicable for which of
      following component
      a) class
      b) method
      c) variable
      d) constructor
      e) main method
      f) block
108) in overloading who resolves the method call?
109) what is mean by overriding?
110) Overriding concepts is applicable for which of the following
     component?
      a) class
      b) method
      c) variable
      d) constructor
      e) main method
      f) block

112) can we use parent reference to hold child object?
113) Can we use child reference to hold parent object?
114) when we should go for static block?
115) What is direct read and indirect read?
116) without using main method can we print message on console?
117) without using main method and static block can we print message on Console?
118) How many static block we can write in one class?
119) What is mean by constructor?
120) When constructor is get called?
121) Which modifiers are applicable for constructor?
122) What is mean by default constructor?
123) Who create default constructor
124) When default constructor is created?
125) What is prototype of default constructor?
126) can interface have constructor?
128) can abstract class have constructor?
129) How many times static control flow will be executed?
130) How many times instance control flow will be executed?