

Object oriented design :-

Thinking in objects :-

OO programming

→ using OO-language features.

vs. OO Design

Leveraging OO principles to make your code more effective.

Exception :-

A typical or exceptional condition that signals a piece of code could not execute normally.

→ Exceptions are objects like everything in java so you can instantiate: `Exception e = new Exception();`

Constructors :-

`Exception()`

`Exception(message)`

`Exception(cause)`

↑ which takes another exception

`Exception(message, cause)`