Encapsulation

Encapsulation is simply used as classes most frequently, Encapsulation is the bundling of the data to a single method while it is also separated inside it can be quiet useful in order to gather all the relevant code together.

Abstraction

The main purpose of Abstraction is to hide the unnecessary information from the rest of the Method while showing only the needed information. This helps the programmer to only concern about the knowledge that he already has and doesn’t have to worry about the hidden code which helps him create more complex code.

Inheritance

.Inheritance is important for the reusage of the code, It creates a hierarchy in the code by making a parent/child attribute exchange in the code. The child class takes the attributes of the parent class instead of rewriting a code, this decreases the coding complexity. The child class that inherits parent’s attributes then can add its uniquity to its own class.

Polymorphism

“Any Java object that can pass more than one IS-A test is considered to be polymorphic.” To simplify this, a java object that exists in more than one way is a example of polymorphism, or a child class that uses its parent’s attributes as well.

Dynamic: The code doesn’t determine the executed code so the machine has to figure it out in the runtime.

Static: This is simply what we did while coding, METHOD OVERLOADING!