**OOP list**

1. Objects and Classes

2. Inheritance

3. Static methods and properties

4. Abstract method

5. Encapsulation

6. Magic methods(\_\_set,\_\_get)

\_\_auto load()

\_\_construct ()

\_\_destruct ()

\_\_call ()

\_\_call Static()

\_\_get

\_\_set

\_\_isset

\_\_unset

\_\_sleep

\_\_wakeup

\_\_toString

\_\_invoke()

\_\_clone()

\_\_\_\_debugInfo()

7. Constant

8. Interface

9. Polymorphism(function \_\_autoload)

10.Static Binding

11.Method overriding

12. Dependency Injection