**Assignment**

Object Oriented Programming (Oops)

Oops concept in JAVA contains 4 main features. They are

1. [Abstraction](https://stackify.com/oop-concept-abstraction/)**,**
2. Encapsulation
3. Inheritance
4. Polymorphism

Abstraction:

In abstraction hides internal processing details and only focus on showing the functionality.

Encapsulation

Encapsulation combines the data in single unit. Data in class in hidden from any other class and only through any member function of own class, which they are declared, can be accessed.

Inheritance

Inheritance provides code reusability to the programmer. i.e., we can use an existing class to create a new class instead of creating new. In inheritance the child the child class access the properties and can access all the data members and functions defined in the parent class.

Polymorphism

Polymorphism meaning Poly means many and morphos means forms .The polymorphism perform the task in different ways. The programmer use the same word to mean different things in different contexts.

**Handler**

A handler allows to send and process message and runnable objects associated with a thread’s message queue.

**Type Casting**

Type casting is a assigning one type of value to a another type.

There are two types

**Widening Casting** :Converting smaller type size to a larger type .It converts automatically.

**Narrowing casting:** Converting smaller type size to a larger type but done manually

manually by placing the type in parentheses in front of the value.

**JSON**

JSON stands for JavaScript Object Notation. It is an independent data exchange format.