1. <https://www3.ntu.edu.sg/home/ehchua/programming/java/J3a_OOPBasics.html>

This article explained what the difference of OOP and POP. Basically it said that OOP was a certain way of organizing your code to make it more efficient and POP was as inefficient.

1. https://stackify.com/oops-concepts-in-java/

It explained the different principles of OOP were. In Java, abstraction means simple things like objects, classes, and variables represent more complex underlying code and data. Then encapsulation. This is the practice of keeping fields within a class private, then providing access to them via public methods. Also inheritance. It lets programmers create new classes that share some of the attributes of existing classes. Polymorphism is a Java OOP concept lets programmers use the same word to mean different things in different contexts.

1. <https://searchmicroservices.techtarget.com/definition/object-oriented-programming-OOP>

This article basically said that OOP is a programming language organized around objects rather than "actions" and data rather than logic. Historically, a program has been viewed as a logical procedure that takes input data, processes it, and produces output data.

1. <https://javatutorial.net/java-oop>

The main idea in this article of OOP is to represent the data and logic with objects instead of actions or functions. Think of objects as real-life objects… cars, buildings, animals, apples etc. And also abstract objects (things we can not see or eat) like HttpConnection or UserDataParser. All of those have properties and methods to manipulate and access the data stored inside them.

1. <https://www.w3resource.com/java-tutorial/java-object-oriented-programming.php>

this article basically redefines encapsulation, inheritance, and polymorphism.

The difference between uncheck and checked exceptions is that checked can be planned for unchecked cant really be planned for