**OOPS CONCEPT**

1. **What are the four major principals of object oriented programming?**

* Encapsulation
* Data Abstraction
* Polymorphism
* Inheritance

1. ****What do you understand by encapsulation?****

* Encapsulation is defined as the wrapping up of code and data together into a single unit.
* Encapsulation is the process of hiding unwanted information, such as restricting access to any member of an object.
* Encapsulation is data binding or data protection in Java.
* It is achieved by Access Modifier(private, public, protected).

**Example of encapsulation:**

**When you are using mobile, you are not concerned about its internal working and nor its internal working is exposed to you.**

1. **What is polymorphism?**

* Polymorphism is composed of two words -Poly means Many and Morphism means Forms
* Polymorphism is the ability of an object to take on many forms.
* The most common use of polymorphism in OOPS occurs when a parent class reference is used to refer to a child class object.

**Two types of polymorphism**

RUN-TIME POLYMORPHISM-method overriding

COMPILE-TIME POLYMORPHISM-method overloading