- **Default constructor** - The default constructor is the constructor which doesn't take any argumen
- **Parameterized constructor** - The constructors that take some arguments are known as parame
- **Copy constructor** - A copy constructor is a member function that initializes an object using anot
- **Friend Function** - It is basically a function that is used to access all private and protected memb
- **Member Function** - It is basically a function that can be declared as members of a class. It is us and works on data members of the same class.
- **Destructor** - It frees up the resources and memory occupied by an object. Destructors are autom destroyed.
- **Subclass** - The subclass is a part of Inheritance. The subclass is an entity, which inherits from a child class.
- **Superclass** - Superclass is also a part of Inheritance. The superclass is an entity, which allows s from itself.
- **Abstract Class** - An abstract class is a special class containing abstract methods. The significan methods inside it are not implemented and only declared. So as a result, when a subclass inherit its abstract methods, they need to define and implement them.
- **Abstract Method** - An abstract method is a method that doesn't have anybody.
- **Methods** - A method is a procedure or function in OOPs Concepts. It is a set of instructions that
- **Static Method** - A static method is a method that belongs to a class, but it does not belong to an can be called without the instance or object of that class. Non-static methods can access any sta creating an instance of the object.
- **Overloading** - Overloading is a compile-time polymorphism feature in which an entity has multipl name.
- **Overriding** - Whereas Overriding is a runtime polymorphism feature in which an entity has the sa changes during execution.
- **Exception** - An exception can be considered as a special event, which is raised during the execu brings the execution to a halt.
- **Exception handling** - It is the mechanism for identifying the undesirable states that the program outcomes of such states.
  Try-catch is the most common method used for handling exceptions in the program.

  Garbage Collection: It refers to the mechanism of handling the memory in the program. Through memory is freed up by removing the objects that are no longer needed.
- **Interface v/s Abstract class difference** - Interface and abstract classes both are special types o declaration and not their implementation. But the interface is entirely different from an abstract cla two is that, when an interface is implemented, the subclass must define all its methods and provi