* **Deferred Implementations:**
  + The above term literally means defining a method later.
* **Abstract Classes:**
  + An abstract class is an defined with keyword abstract.
  + The methods of abstract class are invoked as soon as an class extends it.
  + Abstract classes should not be allowed to have instance objects.
* **Final Data/Methods/Classes:**
  + Keyword ‘final’ is used.
    - Eg: final int min = 0;
  + Final data becomes constant. Once declared variable friendly operators like ++ cannot be used with them. Eg: min—cannot be done.
  + Final methods similarly cannot be overridden but can be extended.
  + Final classes cannot be extended. Thus final classes cannot be super classes.
  + Some important final classes pre-existing in the library are System, String, Math, etc.
* **Interfaces:**
  + Interface is defined using the keyword interface and is extended to a class using the keyword implements.
  + Interfaces have only final data or method signature or none. Main difference between Classes and interfaces.
  + Cannot have any method definitions or constructors.
  + As there are not definitions of any kind there is not loss of data on extension. (Advantage over abstract classes).
  + Syntax: public interface Interface-Name{}.
  + If a class extends another class and also implements an interface it will first extend the super class and then implement the interface.
  + Object of an interface can be assigned instance of all the classes that implement it and provides its body.
  + Interface cannot implement another interface but can extend it.
* **Static Blocks:**