1. What are the four pillars of Object-Oriented Programming? Explain each pillar.
    a. Abstraction
        i. Showing only the necessary details to the user. Don't show the user the backend of the application.
    b. Encapsulation
        i. Hide values or states of data objects inside a class. Not letting outsiders access them
    c. Inheritance
        i. Let's you re-use code from other classes instead of reiterating code.
    d. Polymorphism
        i. You can perform a task in many ways.
2. What is unit testing and why is it important?
    a. It's a software development process in which code is broken into units and examined thoroughly
    b. It is important to have unit tests since code is always changing and we need to check if the code is still working after the changes

Links:

https://blog.knoldus.com/understanding-the-concept-of-oop-its-four-pillars/#oops-four-pillars

https://www.mygreatlearning.com/blog/polymorphism-in-java/#:~:text=Polymorphism%20is%20a%20feature%20of,implementations%20by%20defining%20one%20interface.

https://www.techtarget.com/searchsoftwarequality/definition/unit-testing#:~:text=The%20main%20objective%20of%20unit,find%20in%20later%20testing%20stages.