**Variable**

**Datatype (int , string , char])**

**Class** (it is blueprint of an object)

**Object** (run time entity / instance [ANY TYPE OF VAR.] of a class)

**abstraction** (common filed ne ek sathe call karva)

**inheritance** (parent /child class)

**polymorphism** (teacher behave school, home party etc)

**constructor** (default / parameterized)

**method overriding** (virtual class ne override karva mate)

**method overloading** (multiple method with the same name)

**interface** (it is a method and class ma obj through work thay)

**boxing** (object refer kare value ne / var mathi object ma value store kare)

**unboxing** (object mathi var ma store kare)

**list** (multiple value store kare)

**Enumerator** (read only / 2 method movenext () / reset ())

**Explicitly type** (data type define kari ne thay)

**Implicitly type** (var define kari ne thay) var j = 100;