Programming	Purpose
1. Module	Used for grouping packages.
2. Packages	Used for grouping related Classes and interface.
3. Class	Used for representing and creating real-world object in programming world.
→ Interface	→ Used for only declaring operation.
→ Abstract Class	→ Used for partial implementation.
→ Concrete Class	→ Used for full implementation.
→ Final Class	→ Used for stopping further sub types.
→ Enum	→ Used for declaring named constants.
→ Annotation	→ Used for providing description and C val.
4. Variable	Used for allocating memory to store values.
5. Block 6. Contractor	Used for initializing object with initial values
7. Method	Used for providing implementation for object operation.
8.Inner Class	Used for representing inner object of the outer object.