Four pillars of object-oriented programming

* Polymorphism
* Inheritance
* Abstraction
* Encapsulation

Polymorphism = Having different forms

Inheritance = Inheriting from parent class

Abstraction =

Encapsulation =

Over loading vs Over riding:

Overloading: When two or more methods in the same class have the same method name but different parameters.

Overriding: When two methods have the same name and parameter but one of the methods is in the parent class and the other is in the child class.

What is inheritance?

Inherence is a property in which the property of a parent class is passed on to child class.

What is a constructor?

A constructor is a method which is used to create an object of a class.

What is a class?

A class is a blueprint from which objects are created

What is an object?

An object is an instance of a class

What is an interface?

An interface is a blueprint of a class.

* Methods in an interface are by default abstract and public.
* Attributes in an interface are by default public, static, final.

What is an abstract class?

An abstract class in a class that contains one or more abstract methods. An abstract method is a method that is declared but has no implementation.

What is multithreading?

Multithreading is the ability of a CPU to provide multiple threads of execution concurrently, supported by the operating system.