**What's abstraction?**

In OOP, abstraction is a process of hiding the implementation details from the user, user only see the functionality

In other words, the user will have the information on what the object does instead of how it does it.

For example: when you log in to your bank account, you enter your user-id and password and press the login. so how the input data sent to the server, how it gets verified are all abstracted away from you.

In Java, abstraction is achieved using Abstract classes and interfaces.

A class that is declared with abstract keyword, is known as abstract class. It can have both abstract and non--abstract methods.

Methods and members of an abstract class can have any visibility.

An Interface is a blueprint of a class. It is a template and declared with interface keyword.

All methods of an interface must be public.

It can have abstract methods, default methods, static methods and public final static variables

It can not have constructors.

For Abstract class, we use “extend” keyword. for Interface, we use “implement” keyword.

We can not instantiate abstract classes and interfaces

Child class of an abstract class must override all the abstract methods.