



## Task Report

**Date:** 9th June 2025

**Topic:** Pillars of Java

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## Task Name:

Understanding and Documenting the Four Pillars of Java (OOP Concepts)

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## Task Objective:

To study and understand the four main pillars of Object-Oriented Programming in Java and explain each with proper examples and real-world relevance.

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## Pillars of Java - Description

### 1. Abstraction

- **Description:**

Abstraction is the concept of hiding the internal implementation and showing only the essential features of the object. It helps in reducing programming complexity.

- **Java Example:**

Using abstract classes or interfaces to define methods that are implemented by subclasses.

- **Real-life Example:**

Driving a car – you only need to know how to drive, not how the engine works.

### 2. Encapsulation

- **Description:**

Encapsulation is the process of wrapping data (variables) and code (methods) into a single unit known as a class. It helps in data hiding and security.

- **Java Example:**

Declaring variables as private and providing public getter/setter methods.

- **Real-life Example:**

A medical capsule – it hides the medicine inside the wrapper.

### 3. Inheritance

- **Description:**  
Inheritance is the mechanism in Java by which one class can inherit properties and behavior (methods) from another class. It supports code reusability.
- **Java Example:**  
Using `extends` keyword to create a child class from a parent class.
- **Real-life Example:**  
A child inheriting characteristics from their parents.

#### 4. Polymorphism

- **Description:**  
Polymorphism means "many forms". In Java, it allows methods to perform different tasks based on the object that is calling them.
  - **Java Example:**  
Method Overloading and Method Overriding.
  - **Real-life Example:**  
A person acting as a student in school, a daughter at home, and a friend outside – same person, different behaviors.
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