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| What are the 4 pillars of OOP? | APIE  Abstraction-Polymorphism-Inheritance-Encapsulation |
| What is the difference between primitive and non-primitive data types? | Primitive stored in memory and predefined Ex: int, short, double, float, String  Non-Primitive are defined by coder  Ex: Array, Interface |
| What is a constructor? | A special method used to initialize objects |
| What is the difference between static properties and instance properties? | Static properties belong to the class,  Instance properties belong to objects |
| How do you fully encapsulate a class? | Make the properties private with getters and setters to have them accessible in other classes |
| What is the difference between the protected and default access modifiers? | Default is package private  Protected means accessible within package and subclasses that are in other packages |
| How do you implement an interface? | With the implements keyword |
| What does polymorphism mean? | “many forms” /  occurs when we have many classes that are related to each other by inheritance/  Remember “L” for compile: overloading  “R” for runtime: overriding |
| What is method overriding and method overloading? | Overloading: multiple methods with same name but different parameter types  Overriding: a method is used differently in a subclass than it is in a superclass |
| What methods do all classes inherit from java.lang.Object? | equals(), getClass(), toString() |
| What is the difference between an abstract class and an interface? | Abstract: can not be initiate by itself, must be subclassed by another class to use its properties. Can also contain non-abstract methods  Interface: a completely abstract class that groups related methods with empty bodies |
| What is type upcasting and downcasting? | Upcasting is wide casting, downcasting is narrowcasting |