

1. Class - A class is a user defined blueprint or prototype from which objects are created. An object is an instance of a class. Here created is an example class employee which is the blueprint for all other employees that might be created in the future. The employee is abstract and has no concrete features. Then, an instance of the class employee employee1 which is concrete and tangible and implements some of the functions initialized in the class.
2. The method is what the object initialised is able to perform. An example function in the image is a bark method which the new dog object implements. The properties are the characteristics that the object of the class possess example in the visualisation is the dogs age and name.
3. Sequence is the order in which the statements are executed. The sequence of functions executed from the first one until the program terminates. Pictured is a sequence program which starts at the top, executes two functions and then terminates at the end.

Selection is a programming construct where a section of code is run only if a condition is met. In the image example is an if else selection where some code is executed if the condition is met and some other if the condition is not met.

repetition is the process of looping or repeating sections of a computer program. In the documented case the code repeatedly does what the code specifies until some condition terminates it.