class Test{ metadata -> information of the class fields methods metadata of the class is store in an object of a class called as Class String Class c1 **Employee** Class c2 Person Class c3 Date Class c4 javap, intellience, Frameworks **Annotation** - These are the components that are used to add the meta data to the entities - Marker Annotation - Single Value Annotation - Multi-Value Annotation @RequestMapping(path="/",method="post") Nested/Inner classes class Employee{ data next data next data next address address address Node int Node int int head Node Node Node class LinkedList{ Set Node head; new LinkedList(); static class Node{ int data; new LinkedList.Node(); Node next; new LinkedList.Node(); new LinkedList.Node();

class MyIterator {

Iterator iterator(){

}

return new MyIterator()

```
Sun=0,Mon=1,tue=2,.... int month = 2

Jan=1,Feb=2,Mar=3....

switch(month) const int Jan = 1; enum Months{
case 1: const int Feb = 2; Jan=1,Feb,Mar,Apr,...
print("Jan") const int Mar = 3; }
case 2: const int Apr = 4;
print("Feb")

enum -> It was a String identifier for constant int value
```