PASS BY VALUE:

  passing the arguments to the functions, by calling the function.

  here the value is copied and passed to the methods, and where the original value remains same.

PASS BY REFERENCE:

  passing the arguments to any function by calling the function to a method, the arguments are passed through the reference of address, hence the original value is changed.

IMMUTABLE OBJECTS:

  any object that doesnt change its state after once they are created. they can not be modified, used in concurrent applications, no thread interference.(thread safe).

Some pre-defined immutable objects are strings, wrapper classes and files.

PRIVATE:

  it is a member modifier that cannot be used outside of the specified class in a package.

PUBLIC:

  It can be accessed in any class outside a  package.

PROTECTED:

  Like public it can be accessed in any class but within a package

STATIC:

  It is an access modifiers applied to instance variables in methods. it does not requires an object to call and print variables.

FINAL:

  it is also an access modifiers applied to all constructers, objects, and classes.

  it can’t be reassigned.

  it can’t be override.

  It works as constant .

SETTER:

  It is a method for object class, also known as mutator method. It is applied once per instance variable, here new value is assigned to a private value for validation.

GETTER:

  It is also a method known as accessor method, it is also used once per instance variable. it will retrieve a private value.