Java oops :-

Oops - object oriented programming

1. Class
2. Objects
3. Inheritance
4. Polymorphism
5. Abstraction
6. Encapsulation

Exeception handing

Collection

Objects :-

Any entity has state and behaviour is called objects

Eg:- chair,pen,laptop,pc

Class :-

Collection of objects is called class. It can defined as a blueprint.

Inheritance :-

When one object which acquires all the properties of a parent object is called as inheritance

Polymorphism :-

If one task is performed in different ways is called polymorphism

Eg :-

A cat speaks meow

A dog barks woof

Abstraction :-

Hiding internal details and showing functionality is known as abstraction

Eg:-

Phone call, we don’t know internal processing

Encapsulation:-

Binding code and data together into single unit is known ad encapsulation

Eg:-

Capsule medicine

Object :-

Dog

Properties Behaviour

Walk()

Run()

Sleep()

Eat()

Name

Color

Breed

Cost