1. **Classes and objects:-** Here class is the template of an object and an object is a real-world entity where all the data members and functions are stored. Until the objects are not created the class does not occupy the space in the heap. Creating a class also comes under encapsulation.
2. **Access modifiers:-**There are 4 access modifiers public, private, protected, and default. we have to declare a class as public or abstract. And we can declare data members or variables of a class as public, private, protected, and default. In the default modifier, you can access the data members outside the package. In the method inside a class, you can specify public, private, and protected. Private data members and methods are accessible within the same class.
3. **Static keyword:-**It is a keyword that is independent of objects Its allocates memory when a class is created.
4. **Abstraction:-**It is a very interesting topic. It is used to apply the common methods in inheriting classes. And you cannot create an abstract class object in the main function. But you can create a reference of abstract class and achieve polymorphism.
5. **Method overriding:**-If you have the same function in the parent class as well as the child class Then method overriding will happen.
6. **Super:-**Its a keyword used for accessing the parent class elements and assigning the parameterized parents constructor.
7. **Polymorphism:-**Having many forms of classes. You can create a reference of the parent class and make an object of a derived class. Like vehicle v=new car object() you can access all the members of the parent class but you can only access the method from the child class which is common in both vehicle and car class.