1. **Classes and objects:-** Here class is the template of an object and an objects 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 method 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 achieved polymorphism.