Question 8

Class

A template or blueprint from which an object can be created which is of the same type. It has a set of methods and attributes. (Mulonda, 2018)  
Example:  
public class Human{

private int numLegs;

private double height;

private String movement;

public String getMovement()

{

return this.movement;

}

}

Inheritance

A feature of Object-oriented programming that allows a class (Child class) to incorporate the methods and attributes of another (parent class). (Mohan, 2013)  
Example:  
public class Father{

private String Surname;

public Father(String surname)

{

this.Surname = surname;

}

}

public class Child extends Father{

private String name;

public Child(String surname, String name)

{

super(surname);

this.name = name;

}

}

Objects

An instance of a class is an entity that contains states and behaviors based on the class that the instance belongs to. (Mohan, 2013)  
Example:  
public class Father{

private String Surname;

public Father(String surname)

{

this.Surname = surname;

}

public static void main(String[] args)

{

Father man = new Father ("Stanley");

}

}

Abstraction

It is to prevent a client objects from being instantiated by making the class abstract. (Mohan, 2013)

Question 9  
A class is a template containing methods and attributes from which an object can be instantiated. A class can contain a constructor that has the same name as the class and can initialize the attributes of the class it belongs to.   
A default constructor is created when a constructor is not written. It also has no parameters.