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| **Sr No** | **Topics** |
| 1 | Declaration and Access control |
| 2 |  |
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1. Declaration and Access control

* Class (Template containing state and behavior)
* Object (Instance of Class)
* State (Instance variable)
* Behavior (Method)
* Inheritance (Code of one class can be reused in another class)
* Interface (100% abstract super class that defines methods a subclass must use)
* Legal Identifier (The rules the compiler uses to determine, whether a name is legal)
* Code conventions and Naming standards (Rules for naming Classes, Variables and Methods)