

Why use Enum:

Enum is used for increasing readability of the code.

Or to restrict the values assigned to a variable

Features:

In enum all objects are static, hence referred as <enum name>.object

In enum you may write parametrized constructor if needed, but the constructor is always private.

Reflection

Reflection is used by using a class, whose name is Class

Using reflection, we can access and modify private members of the class, or we may check methods of the class

Mutithreading

To execute 2 threads parallely, if they are not sharing the resource, and runs sequentially if more than one threads are sharing the resource, then write the method synchronized, by adding synchronized keyword in method declaration