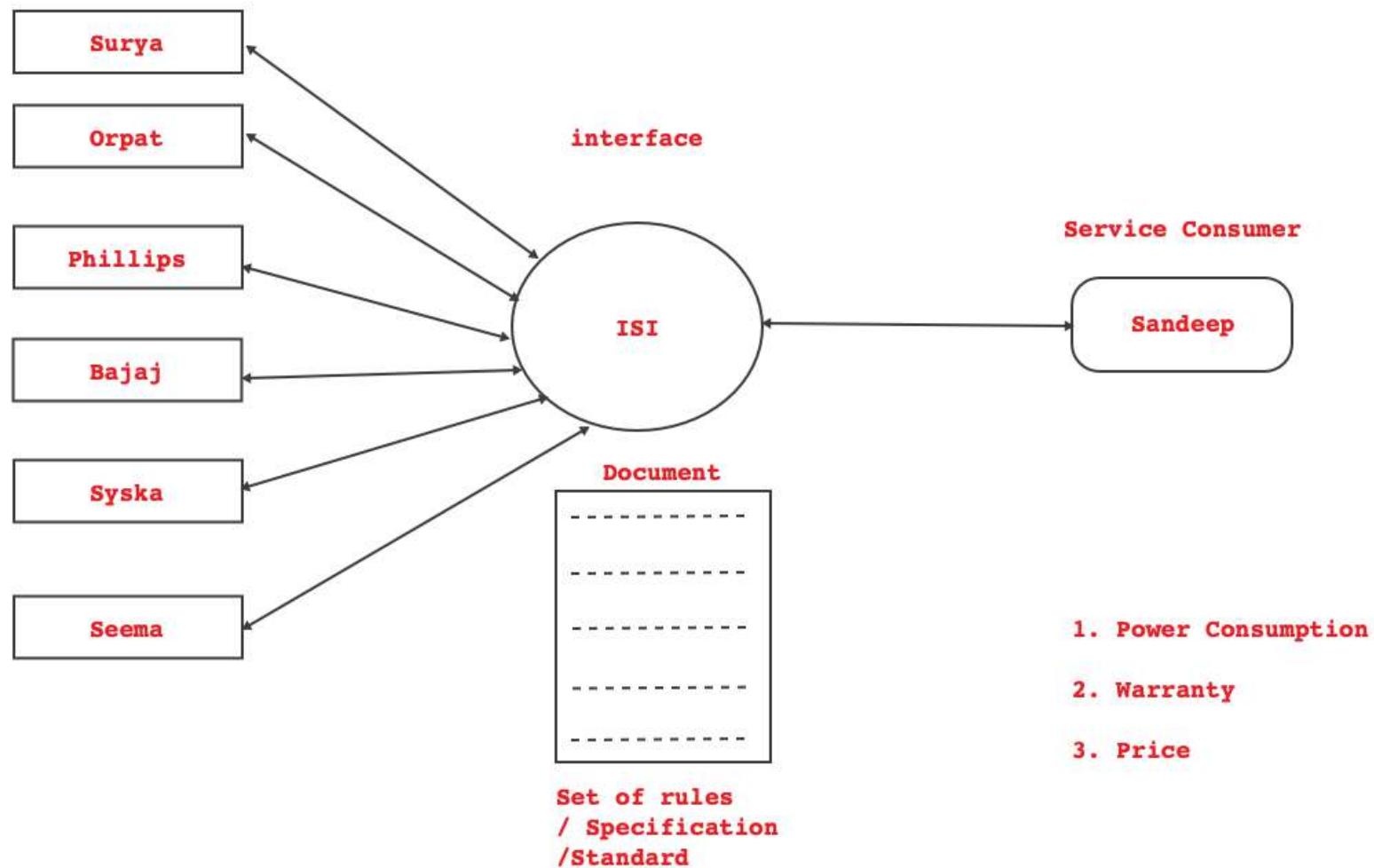
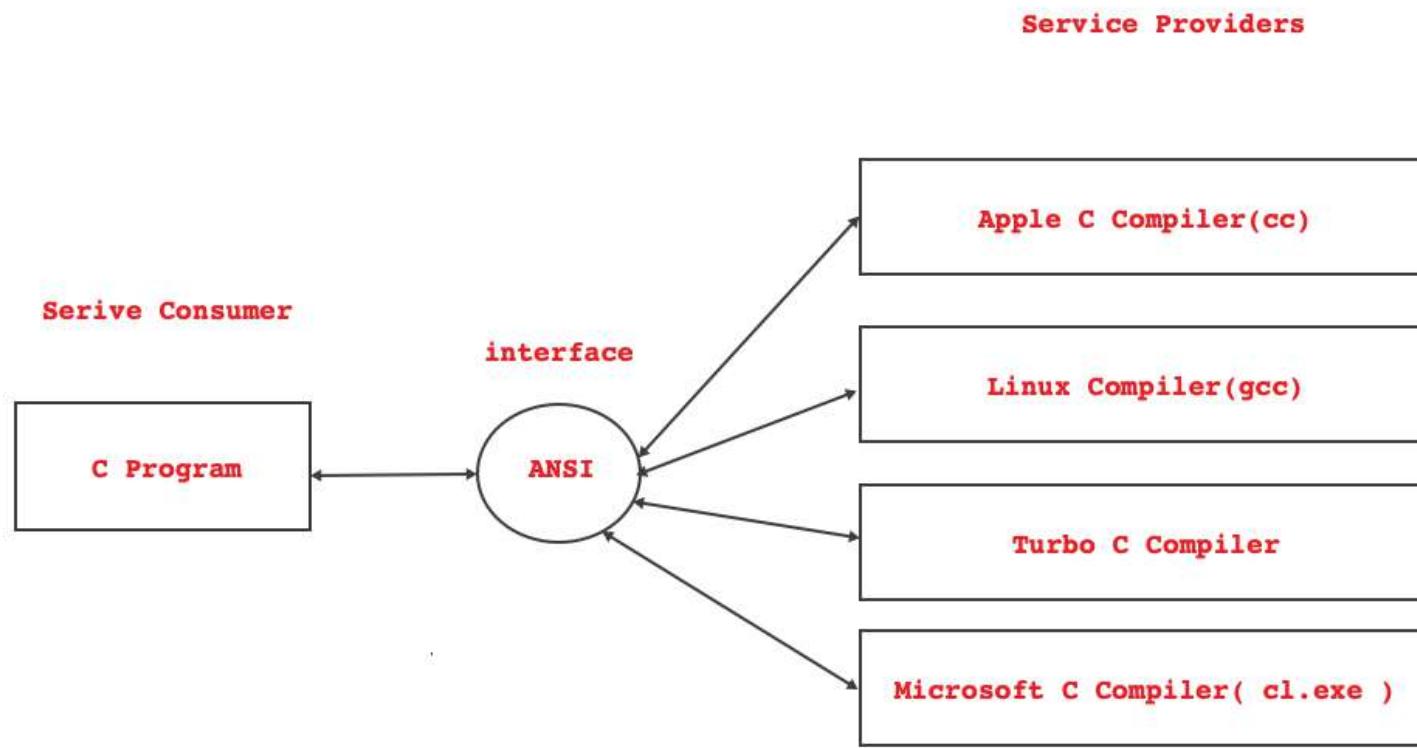
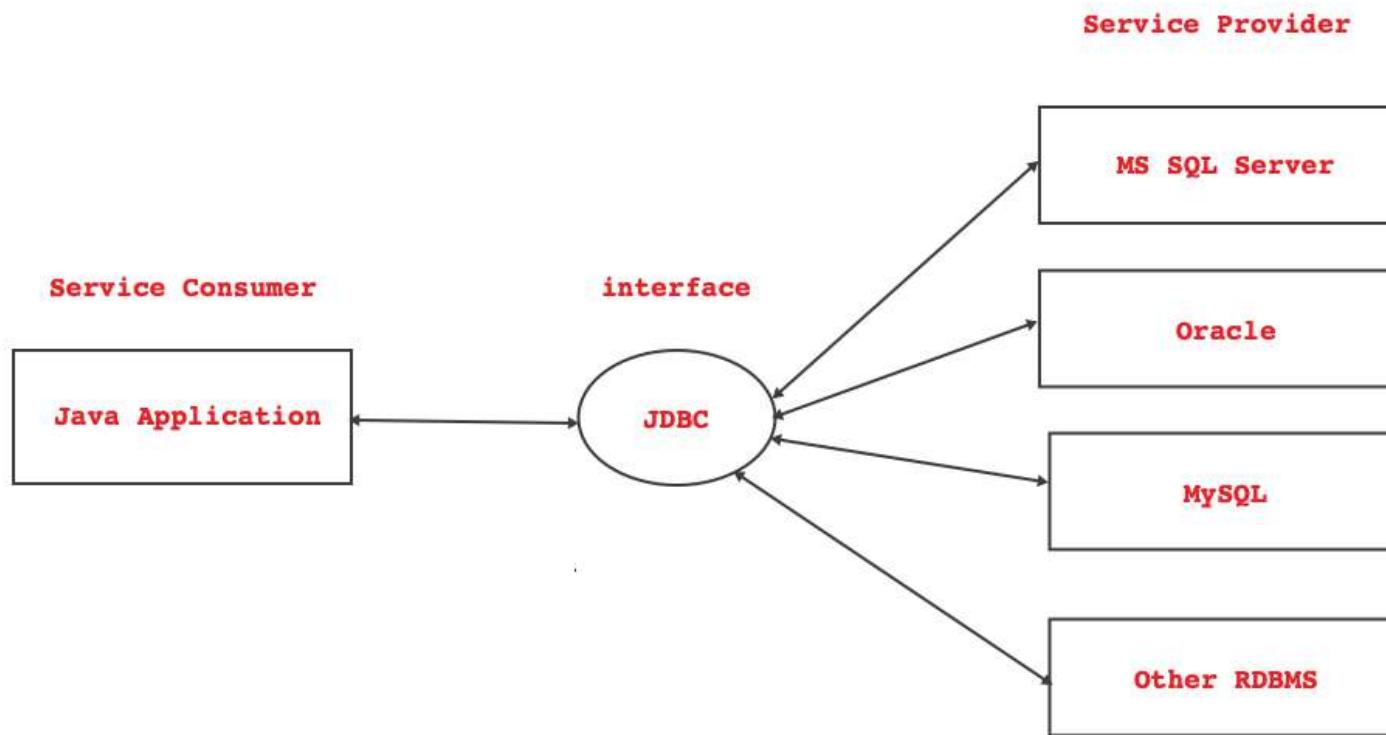


Service Providers







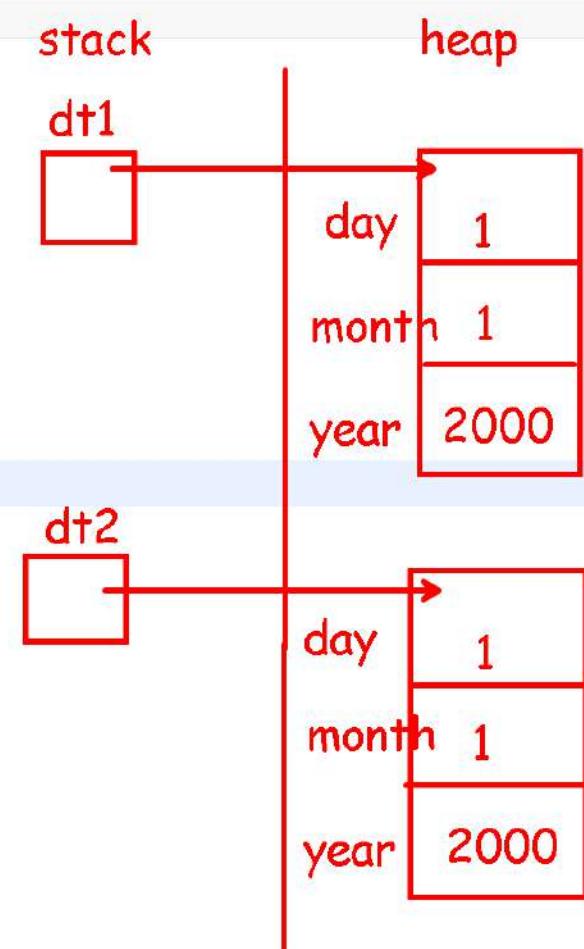
- Inheritance
 - parent class - super class
 - child class - sub-class
 - members of super-class inherits into sub-class
 - single , multilevel , hierarchical , hybrid (combination)
 - extends keyword is used
- "super" keyword
 - we want parameterized ctor from sub-class ctor we use "super" keyword
 - super statement is first statement
 - super keyword is used to access methods (non -private) from sub-class
 - if there is shadowing "super" keyword is compulsory
 - if name of super-class method and name of sub-class method is not same you can use "this" or "super" (super keyword is optional)
- Overriding
 - Process of redefining methods from super-class into sub-class with same signature is called overriding |

- Rules of method overriding
 - Every method can be overrided unless it private , static , final
 - sub-class access modifier can be same or wider than super-class access modifier
 - super-class return type can be same or sub-class of super-class return type(covariant)
 - Exception handling
- Upcasting
 - Assigning sub-class reference to super-class reference is called upcasting
Person p = new Employee(...);
- Downcasting
 - Assigning super-class reference back to sub-class reference is called as downcasting
Employee emp = (Employee) p; // downcasting
 - If downcasting fails it throws ClassCastException
- Dynamic method dispatch
 - It is called as runtime polymorphism
 - Process of calling sub-class method on super-class reference is called as Dynamic method dispatch (Over-rided methods)
 - Non- overrided methods -- Downcasting |



```
1 package com.sunbeam;
2
3 public class Program {
4
5     public static void main(String[] args) {
6         Date dt1 = new Date(1, 1, 2000);
7         Date dt2 = new Date(1, 1, 2000);
8
9         boolean flag = (dt1 == dt2);
10        System.out.println("res : "+flag);
11    }
12 }
13
14 }
15
```

(dt1 == dt2)
i am comparing references
(references cannot be same) --> false





```
1 package com.sunbeam;
2
3 public class Program {
4
5     public static void main(String[] args) {
6         Date dt1 = new Date(1, 1, 2000);
7         Date dt2 = new Date(1, 1, 2000);
8
9         boolean flag = (dt1 == dt2);
10        //System.out.println("res : "+flag);
11
12        flag = (dt1.equals(dt2));
13        System.out.println("res : "+flag);
14    }
15
16
17 }
18 }
```

if we dont override equals method inside the class Object class equals method is called and Object class equals method also compares the references

false

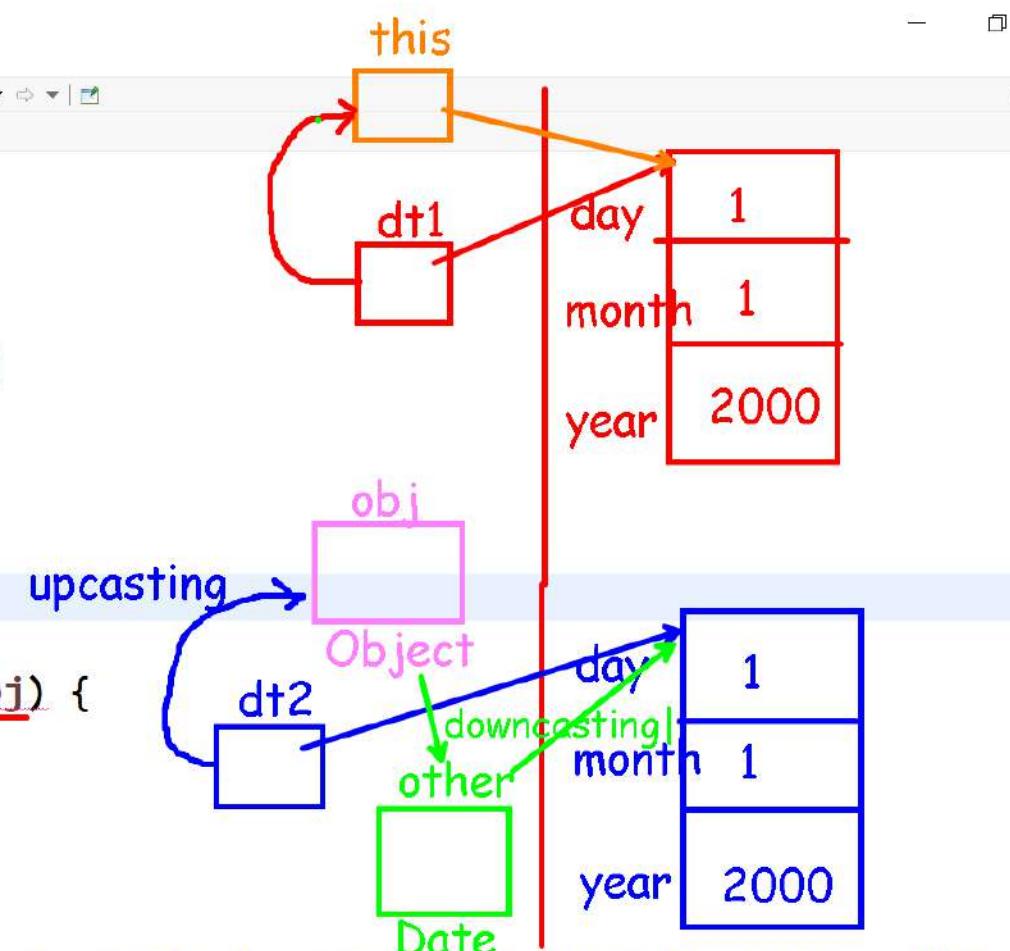




```

26 }
27 public int getYear() {
28     return year;
29 }
30 public void setYear(int year) {
31     this.year = year;
32 }
33 dt1.equals(dt2);
34 // this = dt1;
35 // obj = dt2; |
36 @Override
37 public boolean equals(Object obj) {
38 }
39
40 @Override
41 public String toString() {
42     return "Date [day=" + day + ", month=" + month + ", year=" + year + "]";
43 }
44
45
46

```



- Abstract method

- If method is logically 100% incomplete we make method as abstract
- Abstract method do not have body
- IF method is abstract we need to declare class as abstract
- Abstract method cannot private , static , final
- Abstract^{method} need to override inside the subclass otherwise mark subclass as abstract
- Abstract^{method} are forced to be implemented in subclass to have a corresponding behaviour

Abstract class

1. If implementation of class is logically Incomplete we declare class as abstract
2. Abstract class can contain zero or more abstract methods
3. Abstract class can have 1 or more abstract methods, if any method is abstract class
4. Abstract class can have fields , methods , constructors shoud be decln as abstract
5. We can create on reference of abstract class we cannot instantiate abstract class

```
1 package com.sunbeam;
2
3 public class Program {
4
5     public static void main(String[] args) {
6         Date dt1 = new Date(1, 1, 2000);
7         Date dt2 = dt1; // shallow copy of reference
8     }
9
10
11 }
12
```

Diagram illustrating shallow copy of references:

The diagram shows a memory layout with a vertical line separating the stack from the heap. In the stack, there are two pointers: `dt1` (red box) and `dt2` (blue box). Both pointers point to the same heap object, which is represented as a rectangle divided into three horizontal sections: `day` (containing value 1), `month` (containing value 1), and `year` (containing value 2000). A red arrow labeled "stack" points to the pointers in the stack, and a blue arrow labeled "heap" points to the object in the heap.

shallow copy of references

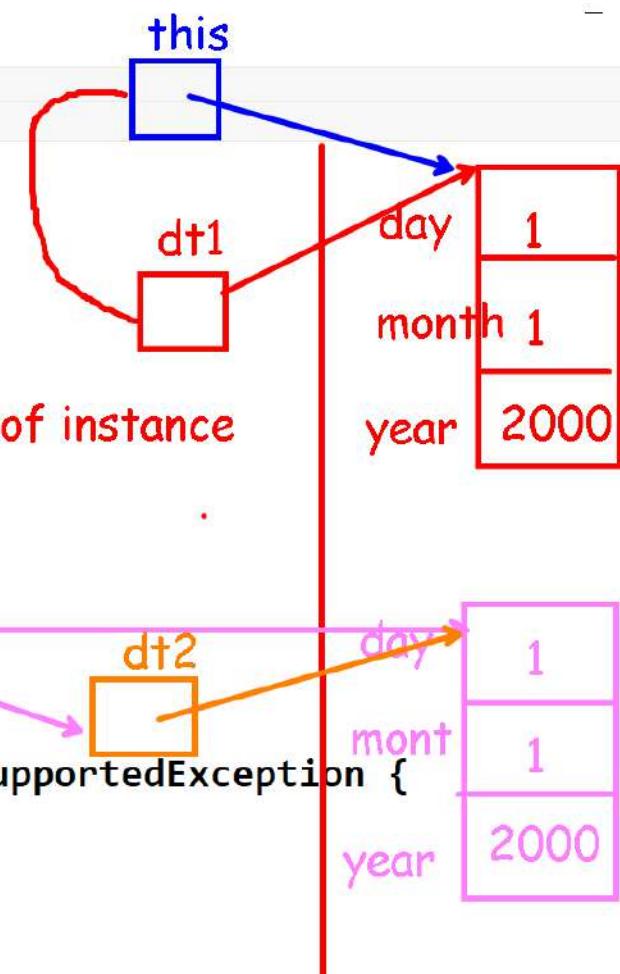
```

File Edit Source Refactor Navigate Search Project Run Window Help
Package Explorer X Program.java *Date.java X Program.java
22     return month;
23 }
24 public void setMonth(int month) {
25     this.month = month;
26 }
27 public int getYear() {
28     return year;
29 }
30 public void setYear(int year) {
31     this.year = year;
32 }
33 //this = dt1;
34 @Override
35 public Object clone() throws CloneNotSupportedException {
36     Object temp = super.clone();
37     return temp;
38 }
39 @Override
40 public String toString() {
41     return "Date [day=" + day + ", month=" + month + ", year=" + year +
42 }

```

Date dt2 = dt1.clone();

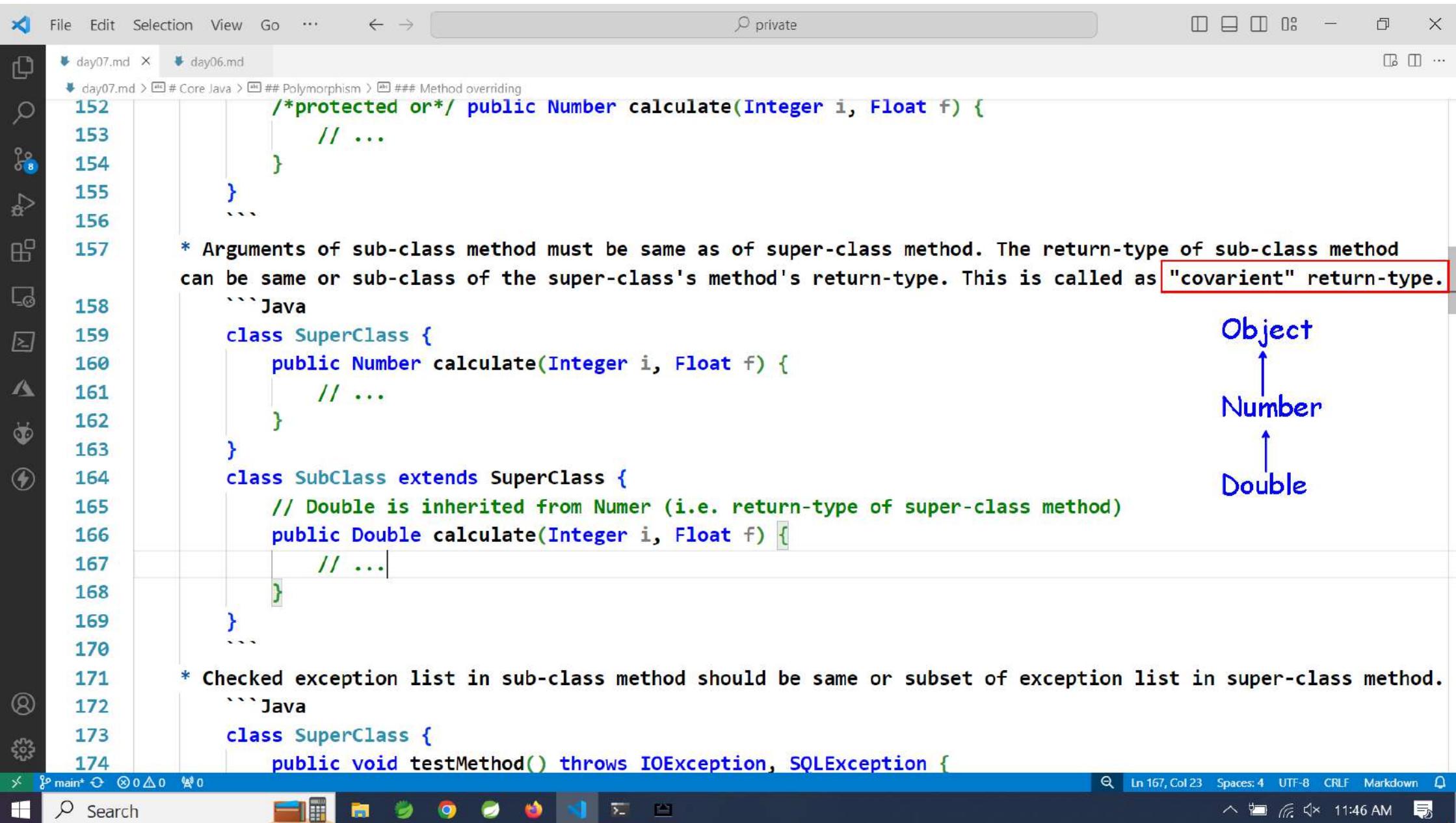
Shallow copy of instance



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01:08 PM
10-10-2025



interfaces -- to define standards/specifications/rules.

Program03.java

```
1 package com.sunbeam;
2
3 public interface Shape {
4     /*public abstract*/ double calcArea();
5     /*public abstract*/ double calcPeri();
6 }
7
```

interface contains only method declarations.

interface methods must be implemented in sub-classes. Otherwise, sub-class will be abstract class.

interfaces are immutable i.e. once published interface should not be modified.
if you need additional functionality in an interface, create a new interface inherited from the interface and add fn there.

Rectangle.java

```
1 package com.sunbeam;
2
3 public class Rectangle implements Shape {
4     private double length;
5     private double breadth;
6     public Rectangle() {
7         this.length = 0;
8         this.breadth = 0;
9     }
10    public Rectangle(double length, double breadt
11        this.length = length;
12        this.breadth = breadth;
13    }
14    @Override
15    public double calcArea() {
16        return this.length * this.breadth;
17    }
18    @Override
19    public double calcPeri() {
20        return 2 * (this.length + this.breadth);
21    }
22    public double getLength() {
23        return length;
24    }
25}
```

interface inheritance



In this example, since Date is not inherited from Cloneable,
its copy will not be created and will throw ex.

```
1 package com.sunbeam;  
2  
3 public class Date extends Object {  
4     private int day, month, year;  
5     public Date() {  
6         this(1, 1, 2000);  
7     }  
8     public Date(int day, int month, int year) {  
9         this.day = day;  
10        this.month = month;  
11        this.year = year;  
12    }  
13    @Override  
14    public Object clone() throws CloneNotSupportedException {  
15        Object temp = super.clone(); //Object class has clone method  
16        return temp;  
17    }  
18    public int getDay() {  
19        return day;  
20    }  
21    public void setDay(int day) {  
22        this.day = day;  
23    }  
}
```

```
1 com.sunbeam;  
2  
3 class Program04 {  
4     static void main(String[] args) throws CloneNotSupportedException {  
5         Date d1 = new Date(1, 2, 2024);  
6         Date d2 = (Date) d1.clone();  
7         System.out.println("d1: " + d1.toString());  
8         System.out.println("d2: " + d2.toString());  
9     }  
10 }  
11 // pre-defined Object class  
class Object {  
    // ...  
    Object clone() throws ... {  
        if(! (this instanceof Cloneable))  
            throw new CloneNotSupportedException();  
        // create copy of "this" object and return it  
    }  
}
```