



Inheritance and Encapsulation



Buildings blocks of JAVA

Inheritance

Encapsulation

Abstraction

Polymorphism

Class and object

Need for Inheritance!




```
class A
{
    void m1()
    {
    }
    void m2()
    {
    }
}
```

m1 , m2 defined twice

```
class B
{
    void m1()
    {
    }
    void m2()
    {
    }
    void m3()
    {
    }
    void m4()
    {
    }
}
```

Rewriting Code:



Duplication of the same code, which is not allowed in real-time applications



The length of the code is increased

Therefore we go for Inheritance

Same code with Inheritance:

```
class A
{
    void m1()
    {
    }
    void m2()
    {
    }
}
class B extends A
{
    void m3()
    {
    }
    void m4()
    {
    }
}
```

Parent class
or
Super-class
or
base class

Child class
or
Sub-class
or
derived class

Purpose of extends!

- To provide a relationship between 2 classes
- To implement reusability and reduce redundancy

Is Multiple Inheritance supported in JAVA?

```
class A
{
    void m1()
    {
    }
    void m2()
    {
    }
}
class B
{
    void m3()
    {
    }
    void m4()
    {
    }
}
```

```
class C
{
    void m5()
    {
    }
    void m6()
    {
    }
}
```

What if class C tries to inherit the property of classes A and B?

```
class B extends A, B
```

ERROR!

Multiple Inheritance is not supported in JAVA

Inheritance objects and methods:

```
class A
{
    void m1()
    {
    }
    void m2()
    {
    }
}
```



Can access
2 methods

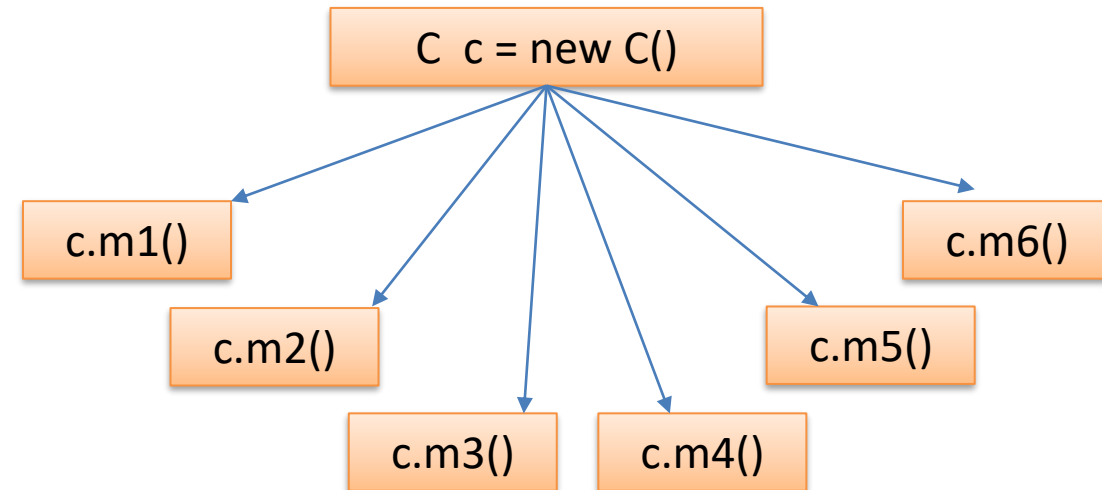
```
class B extends A
{
    void m3()
    {
    }
    void m4()
    {
    }
}
```



Can access
4 methods

```
class C extends B
{
    void m5()
    {
    }
    void m6()
    {
    }
}
```

Creating object of class C



Can access all
6 methods

Input Stream Hierarchy:



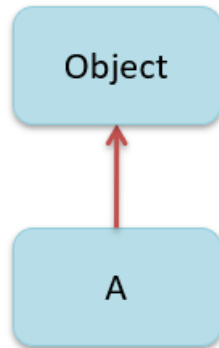
At the project level, for which class, the object should be created?

Child class

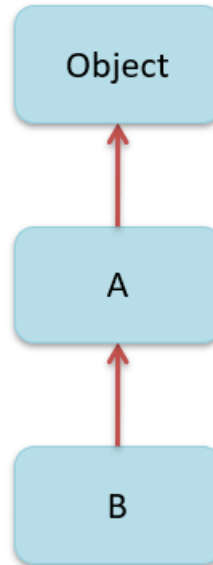
One can access Parent and child properties using the object of the child class!

Representation of Inheritance:

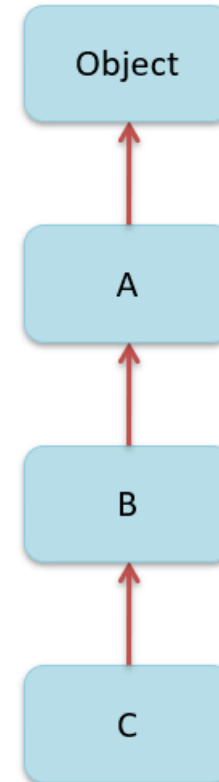
Directly
inherited
from the
Object class



Indirectly
inherited
from the
Object class



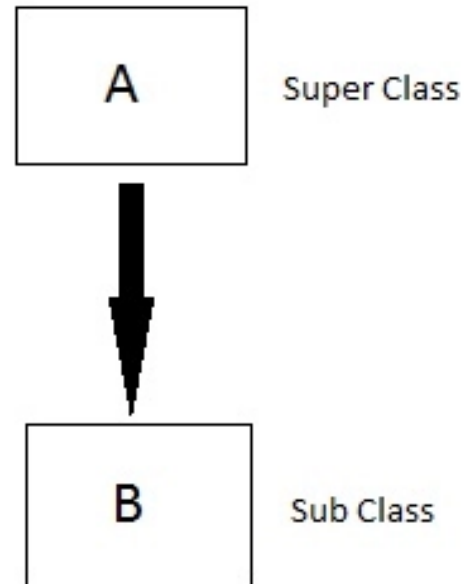
Indirectly
inherited
from the
Object class



Inheritance Types:



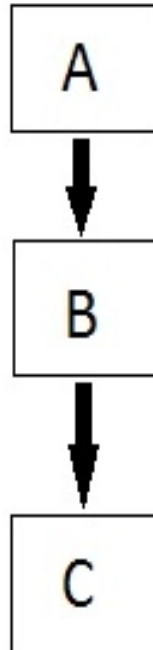
1) Single Inheritance



Inheritance Types:



2) Multilevel Inheritance





Single
inheritance

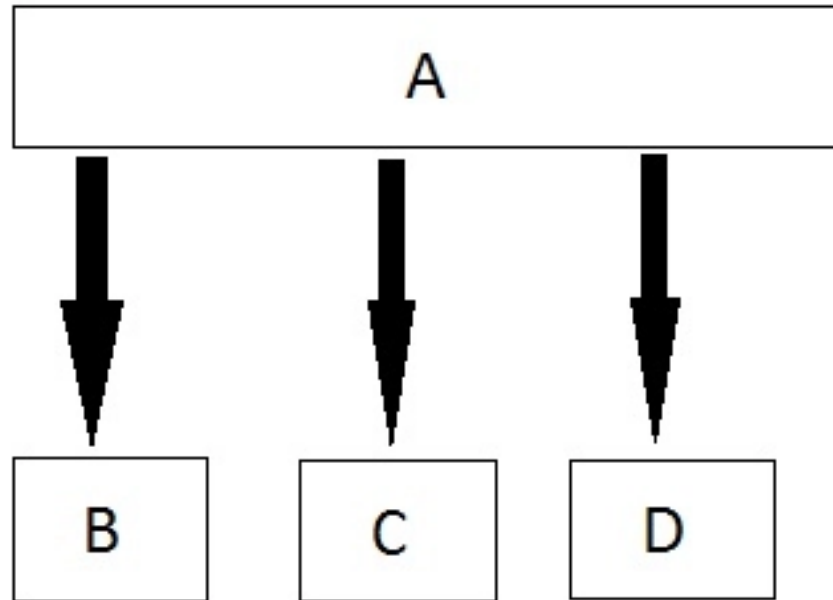
Multi-level
inheritance

Rich!

Inheritance Types:



3) Hierarchical Inheritance



Encapsulation:



- Encapsulation in Java is the process by which data (variables) and the code that acts upon them (methods) are integrated as a single unit.
- By encapsulating a class's variables, other classes cannot access them, and only the methods of the class can access them.
- It provides you the **control over the data**.
- It is a way to achieve **data hiding** in Java because other classes will not be able to access the data through the private data members.

Encapsulation:

```
class Car
{
    int mileage;
    int max_speed;
public:
    void display();
}
```



Data Encapsulation - Wrapping
the data and functions in one
single unit

JAVA Package:

- A package is a group of similar types of classes, interfaces, and sub-packages
- Contains built-in packages and user-defined package and built-in packages such as java, lang, awt, javax, swing, net, io, util, SQL, etc. (14 packages)

```
package mypack;
```

```
public class Simple  
{  
    public static void main(String args[])  
  
    { System.out.println("Welcome to package"); }  
}
```


Access Package from other package

Three ways to access the package from outside the package:

1. `import package.*;`
2. `import package.classname;`
3. Fully qualified name.