

# Interfaces in Java

## Lambda Expressions in Java

# Interfaces

An interface in Java is a blueprint of a class. It has static constants and abstract methods. The interface in Java is a mechanism to achieve abstraction.

It is used to achieve abstraction and multiple inheritance in Java. In other words, you can say that interfaces can have abstract methods, default methods, static methods and variables.

*Note: Default and static methods were introduced from JDK 8, prior to that only public abstract methods and public, static, final variables were used in the interfaces*

# Why use Java interface?

There are mainly two reasons to use interface.  
They are given below.

- It is used to achieve abstraction.
- By interface, we can support the functionality of multiple inheritance.

# How to declare an interface?

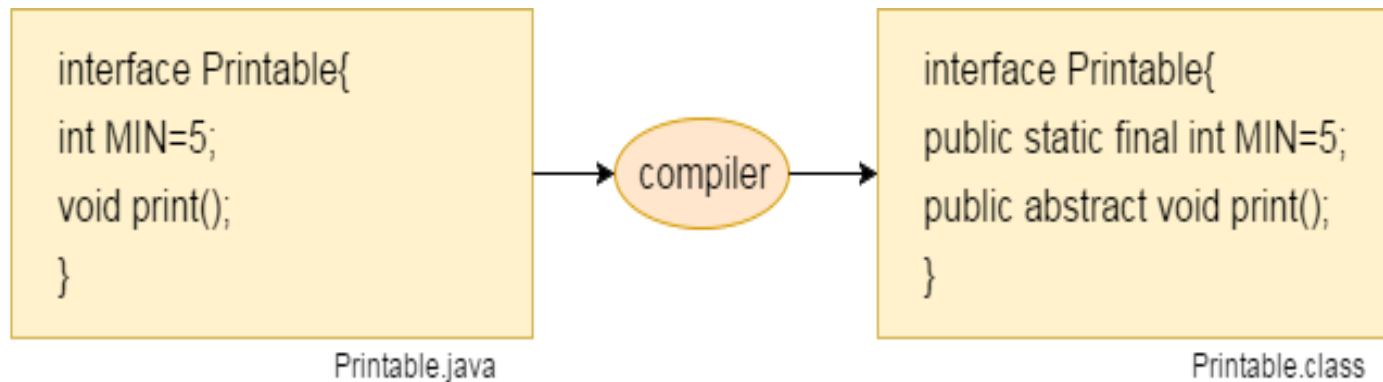
An interface is declared by using the interface keyword. It provides abstraction; means most of the methods in an interface are declared with the empty body[except default and static methods], and all the fields are public, static and final by default. A class that implements an interface must implement all the methods declared in the interface.

## **Syntax :**

```
interface <interface_name>{  
  
    // declare constant fields  
    // declare methods that abstract  
    // default/ or static methods  
    // by default.  
}
```

The Java compiler adds `public` and `abstract` keywords before the interface method. Moreover, it adds `public`, `static` and `final` keywords before data members.

In other words, Interface fields are `public`, `static` and `final` by default, and the methods are `public` and `abstract`.



# Example of an interface

```
interface My
```

```
{
```

```
    int x = 10;                // by default public static and final
```

```
    void demo();              // by default public and abstract
```

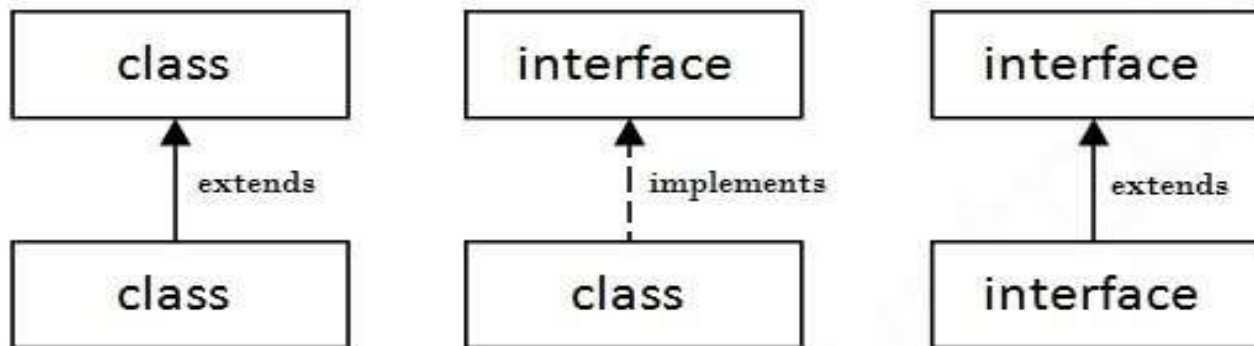
```
    default void show()      {...} // default method, public
```

```
    static void test()       {...} // static method, public
```

```
}
```

# The relationship between classes and interfaces

As shown in the figure given below, a class extends another class, an interface extends another interface, but a class implements an interface.



# Types of methods in interfaces

We can have three types of methods in an interface:

**Abstract methods:** Method without body and qualified with abstract keyword

**static methods:** Method with body and qualified with static keyword

**default method:** Method with body and qualified with default keyword

But we cannot have concrete methods in interfaces like abstract classes.



## Basic Example of interface [Interfaces can also help to show the polymorphic behavior]

```
interface Shape
{
    int l=12,b=34;
    void area();
    default void msg()
    {
        System.out.println("Welcome to interfaces");
    }
}

class Rectangle implements Shape
{
    public void area()
    {
        System.out.println("Area of rec is "+ l*b);
    }
}

class Circle implements Shape
{
    float r;
    Circle(float r)
    {
        this.r=r;
    }
    public void area()
    {
        System.out.println("Area of circle is "+ 3.14*r*r);
    }
}

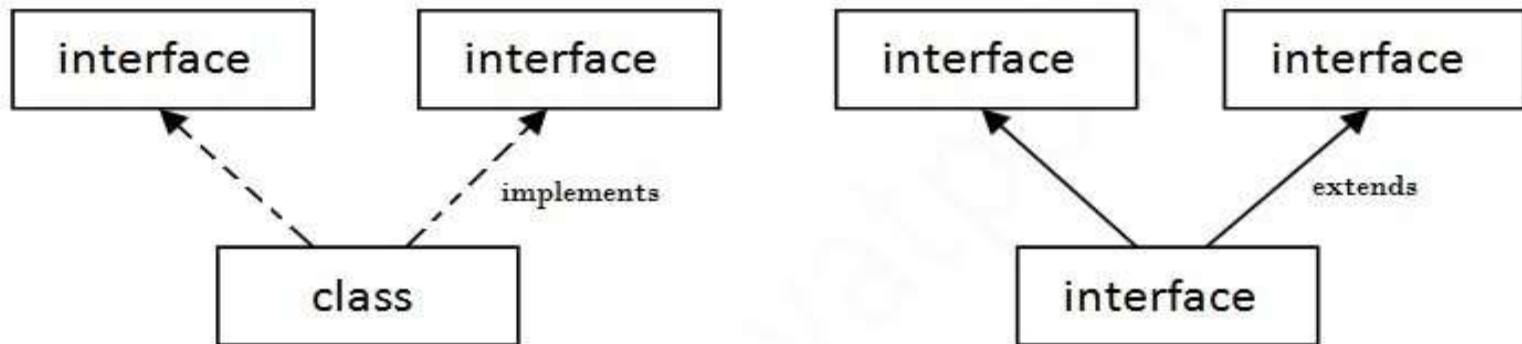
public class Main
{
    public static void main(String[] args)
    {
        Shape r = new Rectangle();
        r.msg();//calling default method
        r.area();
        r= new Circle(2.34f);
        r.area();
    }
}
```

# Explanation

- In the last example the dynamic method call resolution is done
- When we call method through reference variable of interface type, the correct version will be called based on type of object(or instance) where the interface reference currently referring to.

# Multiple inheritance in Java by interface

If a class implements multiple interfaces, or an interface extends multiple interfaces, it is known as multiple inheritance.



**Multiple Inheritance in Java**

# Example

```
interface A{
void print();
}
interface B{
void print();
}
class C implements A, B
{
public void print()
{
System.out.println("Hello");
}
public static void main(String args[])
{
C obj = new C();
obj.print();
}
}
```

**Output:**

Hello

## Multiple inheritance when default method with same signatures is available in two interfaces

```
interface A
{
    default void show()
    {
        System.out.println("A");
    }
}

interface B
{
    default void show()
    {
        System.out.println("B");
    }
}

class C implements A,B
{
    public void show()
    {
        System.out.println("New definition of show");
    }
}

public class Main
{
    public static void main(String[] args) {
        A obj1=new C();
        obj1.show();
        B obj2=new C();
        obj2.show();
    }
}
```

**Output:**  
New definition of show  
New definition of show

# Key point from the last program

If class C is not overriding the show() method, then error would arise, so it becomes mandatory for the class to override the method which implements two interfaces which further contain default methods of same signatures.

# Abstract class vs Interface

- **Type of methods:** Interface can have only abstract methods. Abstract class can have abstract and non-abstract methods. From Java 8, it can have default and static methods also.
- **Final Variables:** Variables declared in a Java interface are by default final. An abstract class may contain non-final variables.
- **Type of variables:** Abstract class can have final, non-final, static and non-static variables. Interface has only static and final variables.
- **Implementation:** Abstract class can provide the implementation of interface. Interface can't provide the implementation of abstract class.
- **Inheritance vs Abstraction:** A Java interface can be implemented using keyword "implements" and abstract class can be extended using keyword "extends".
- **Multiple implementation:** An interface can extend another Java interface only, an abstract class can extend another Java class and implement multiple Java interfaces.
- **Accessibility of Data Members:** Members of a Java interface are public by default. A Java abstract class can have class members like private, protected, etc.

# Default Method in Interface

Since Java 8, we can have method body in interface. But we need to make it default method. Let's see an example:

```
interface Drawable{  
    void draw();  
    default void msg(){System.out.println("default method");}  
}  
class Rectangle implements Drawable{  
    public void draw(){System.out.println("drawing rectangle");}  
}  
class TestInterfaceDefault{  
    public static void main(String args[]){  
        Drawable d=new Rectangle();  
        d.draw();  
        d.msg();  
    }  
}
```



# Static Method in Interface

Since Java 8, we can have static method in interface. Let's see an example:

```
interface Drawable{  
    void draw();  
    static int cube(int x){return x*x*x;}  
}  
class Rectangle implements Drawable{  
    public void draw(){System.out.println("drawing rectangle");}  
}
```

```
class TestInterfaceStatic{  
    public static void main(String args[]){  
        Drawable d=new Rectangle();  
        d.draw();  
        System.out.println(Drawable.cube(3));  
    }  
}
```

# Functional Interfaces In Java

- A functional interface is an interface that contains only one abstract method. They can have only one functionality to exhibit.
- Functional interface can have any number of default methods
- `@FunctionalInterface` annotation is used to ensure that the functional interface can't have more than one abstract method. In case more than one abstract methods are present, the compiler flags an 'Unexpected `@FunctionalInterface` annotation' message. However, it is not mandatory to use this annotation.

Also known as *Single Abstract Method (SAM)* interfaces.

`@FunctionalInterface`

```
interface MyInterface
{
    int test(int n);
}
```

We will study this topic in main detail when we cover the lambda expression

# Important Points in abstract class and interfaces

- Abstract classes are like regular classes with data and methods, but you cannot create instances of abstract classes using the new operator.
- An abstract method cannot be contained in a non abstract class. If a subclass of an abstract superclass does not implement all the inherited abstract methods of the superclass, the subclass must be defined as abstract.
- A class that contains abstract methods must be abstract. However, it is possible to define an abstract class that doesn't contain any abstract methods.
- A subclass can be abstract even if its superclass is concrete.

- An interface is a class-like construct that may contain constants ,abstract methods, static and default methods. In many ways, an interface is similar to an abstract class, but an abstract class can contain constants and abstract methods as well as non-final variables and concrete methods.
- An interface is treated like a special class in Java. Each interface is compiled into a separate bytecode file(.class), just like a regular class.
- A class can extend only one superclass but can implement one or more interfaces.
- An interface can extend one or more interfaces.

# Extends vs Implements

S.No.	Extends	Implements
1.	By using "extends" keyword a class can inherit another class, or an interface can inherit other interfaces	By using "implements" keyword a class can implement an interface
2.	It is not compulsory that subclass that extends a superclass override all the methods in a superclass.	It is compulsory that class implementing an interface has to implement all the methods of that interface.
3.	Only one superclass can be extended by a class.	A class can implement any number of an interface at a time
4.	Any number of interfaces can be extended by interface.	An interface can never implement any other interface

# Lambda Expression

- A lambda expression is, essentially, an anonymous (unnamed) method which is used to implement a method defined by a functional interface.
- Lambda expressions are also commonly referred to as **closures**.
- Lambda expressions are implementation of only abstract method of functional interface that is being implemented or instantiated anonymously.

- Lambda Expression introduces a new operator ( $\rightarrow$ ) which is referred to as the **lambda operator** or the **arrow operator**.
- It divides a lambda expression into two parts.
- The left side specifies any parameters required by the lambda expression. (If no parameters are needed, an empty parameter list is used.
- On the right side is the lambda body, which specifies the actions of the lambda expression.

- The Lambda expression is used to provide the implementation of an interface which has functional interface. It saves a lot of code. In case of lambda expression, we don't need to define the method again for providing the implementation. Here, we just write the implementation code.
- A lambda expression is not executed on its own. Rather, it forms the implementation of the abstract method defined by the functional interface that specifies its target type.
- The type of the abstract method and the type of the lambda expression must be compatible.
- Java lambda expression is treated as a function, so compiler does not create .class file.



# Body of a lambda expression

- Body can be a single expression or a statement block.
- When the body consist of a single expression, it is called as Expression Lambda or Expression Body.
- When the code on the right side of the lambda operator consists of a block of code that can contain more than one statement, It is called as block body or Block Lambda.
- Aside from allowing multiple statements, block lambdas are used much like the expression lambdas just discussed. One key difference, however, is that you must explicitly use a **return** statement to return a value. This is necessary because a block lambda body does not represent a single expression.

# Example

```
int sum(int a, int b)
{
    return (a+b);
}
```

Using Lambda:

```
(int a, int b) -> return(a+b);
```

OR

```
(a, b) -> return(a+b);
```

# Structure of a lambda expression

## Argument List:

- A lambda expression can contain zero or more arguments.

### // No argument

```
( ) -> {System.out.println("No argument");}
```

### // Single argument

```
(int arg) -> {System.out.println("One argument : " + arg);}
```

### // More than one arguments

```
( int arg1, String arg2 ) -> {System.out.println("Multiple  
Arguments:");}
```

## Argument List:

- We can eliminate the argument type while passing it to lambda expressions, those are inferred types. i.e. ( int a ) and ( a ) both are same.

But we can not use inferred and declared types together

( int arg1, arg2 ) -> { ... }      // This is invalid

- We can also eliminate “()” if there is only one argument.
- More than one arguments are separated by comma (,) operator.

# Characteristics of Lambda Expressions

- Optional type declaration
- Optional parenthesis around parameter
- Optional curly braces
- Optional return keyword

**NOTE:** We can pass a lambda expression wherever a functional interface is expected.

# Example 1 of lambda Expression

```
interface A
{
    void cube(int x);
}

public class Main
{
    public static void main(String[] args)
    {
        A ob = (int x) -> System.out.println("Cube is "+ (x*x*x));
        ob.cube(5);
    }
}
```

# Example 2 of lambda Expression

```
interface A
{
    void cube(int x);
}

public class Main
{
    public static void main(String[] args)
    {
        A ob = (x) -> System.out.println("Cube is "+ (x*x*x));
        ob.cube(5);
    }
}
```

# Example 3 of lambda Expression

```
interface A
{
    void cube(int x,int y);
}

public class Main
{
    public static void main(String[] args)
    {
        A ob = (x,y) -> System.out.println("Sum is "+ (x+y));
        ob.cube(5,6);
    }
}
```



# Example 4 of lambda Expression

Lambda Expression can be used to implement multiple operations

```
interface A
{
    void calculate(int x,int y); // by default public and abstract
}

public class Main
{
    public static void main(String[] args)
    {
        A add = (x,y) -> System.out.println("Sum is "+ (x+y));
        A sub = (x,y) -> System.out.println("Sum is "+ (x-y));
        add.calculate(12,34);
        sub.calculate(12,34);
    }
}
```

# Example 5 of lambda expression

```
// Demonstrate a lambda expression that takes a parameter.
interface NumericTest {
boolean test(int n);
}
public class Main {
public static void main(String args[])
{
// A lambda expression that tests if a number is even.
int num=12;
//NumericTest isEven = (int n) -> (n % 2)==0;//We can specify the type in left side
NumericTest isEven = (n) -> (n % 2)==0;//We can skip the type in left side
//NumericTest isEven = n -> (n % 2)==0;//When there is one argument, we can remove brackets also
if(isEven.test(num))
System.out.println("num is even");
else
System.out.println("num is odd");
NumericTest isnum=(n)->n>=0;
if(isnum.test(num))
System.out.println("Number is non-negative");
else
System.out.println("Number is negative");
}
}
```

# Example 6(Block lambda)

// A block lambda that computes the factorial of an int value.

```
interface NumericFunc {
```

```
int func(int n);
```

```
}
```

```
public class Main {
```

```
public static void main(String args[])
```

```
{
```

// This block lambda computes the factorial of an int value.

```
NumericFunc factorial = (n) -> {
```

```
int result = 1;
```

```
for(int i=1; i <= n; i++)
```

```
result = i * result;
```

```
return result;
```

```
};
```

```
System.out.println("The factorial of 3 is " + factorial.func(3));
```

```
System.out.println("The factorial of 5 is " + factorial.func(5));
```

```
}
```

```
}
```

Output:

The factorial of 3 is 6

The factorial of 5 is 120

## Example 7(Using lambda expression to create thread)

```
public class Main
{
    public static void main(String[] args) {
        Thread ref = new Thread(() -> {
            // this logic is implementation of run() method
            // to print only even numbers
            for (int i = 0; i < 20; i++)
            {
                if (i % 2 == 0)
                {
                    System.out.println("Even Number Thread : "+i);
                    try
                    {
                        Thread.sleep(1000);
                    }
                    catch (InterruptedException e)
                    {
                        e.printStackTrace();
                    }
                }
            }
        });

        // starting the thread
        ref.start();
        // Printing the odd numbers from main
        // thread.
        for (int i = 0; i < 20; i++)
        {
            if (i % 2 == 1)
            {
                System.out.println("Odd Number Thread : "+i);
                try
                {
                    Thread.sleep(1000);
                }
                catch (InterruptedException e)
                {
                    e.printStackTrace();
                }
            }
        }
    }
}
```

# ArrayList forEach() method in Java

The **forEach()** method of **ArrayList** is used to perform a certain operation for each element in ArrayList. This method traverses each element of the Iterable of ArrayList until all elements have been processed by the method or an exception is raised. The operation is performed in the order of iteration if that order is specified by the method. Exceptions thrown by the operation are passed to the caller.

The **forEach()** method can also be used with lambda expression.

# Example

```
import java.util.*;
public class Main
{
    public static void main(String[] args)
    {
        ArrayList<String> list=new ArrayList<String>();
        list.add("ABC");
        list.add("PQR");
        list.add("STU");
        list.add("XYZ");
        list.forEach(
            (n)->System.out.println(n)
        );
    }
}
```

# Advantages of lambda expressions

- Enable to treat functionality as a method argument, or code as data.
- A function that can be created without belonging to any class.
- A lambda expression can be passed around as if it was an object and executed on demand.
- Fewer lines of code will be needed
- Sequential and Parallel execution support by passing behavior as an argument in methods

# Q1

Variables in interface are by default

- A. Non-static
- B. static
- C. final
- D. Both static and final



## Q2

Methods in interface are by default

- A. Protected
- B. Public
- C. Private
- D. Non-static

# Q3(Output??)

```
interface A {  
    void show();  
}  
  
public class Main implements A {  
    void show()  
    {  
        System.out.println("Hello");  
    }  
  
    public static void main(String args[])  
    {  
        A ref=new Main();  
        ref.show();  
    }  
}
```

- A. Hello
- B. Blank output
- C. Compile time error
- D. Runtime error

## Q4(Output??)

```
interface A {  
    void show();  
}  
  
interface B {  
    void show();  
}  
  
public class Main implements A,B {  
    public void show()  
    {  
        System.out.println("Hello");  
    }  
  
    public static void main(String args[])  
    {  
        Main ref=new Main();  
        ref.show();  
    }  
}
```

- A. Hello
- B. Blank output
- C. Compile time error
- D. Runtime error

# Q5(Output??)

```
interface A {  
void show();  
void display(){ System.out.println("Welcome");}  
}  
public class Main implements A {  
public void show()  
{  
    System.out.println("Hello");  
}  
public static void main(String args[])  
{  
A ref=new Main();  
ref.display();  
}  
}
```

- A. Compile time error
- B. Hello
- C. Welcome
- D. Runtime error

# Q6(Output??)

```
interface A {  
    protected int x=12;  
    public void show();  
}  
public class Main implements A {  
    public void show()  
    {  
        System.out.println(x);  
    }  
    public static void main(String args[])  
    {  
        A ref=new Main();  
        ref.show();  
    }  
}
```

- A. 12
- B. 0
- C. Compile time error
- D. Runtime error

# Q7(Output??)

```
interface A {  
    int x=12;  
}  
interface B {  
    int y=13;  
}  
interface C extends A,B  
{  
    static int sum(){ return x+y;}  
}  
public class Main implements C {  
    public static void main(String args[])  
    {  
        System.out.println(C.sum());  
    }  
}
```

- A. 25
- B. Compile time error
- C. Runtime error
- D. Blank output

# Q8(Output??)

```
interface A
{
    int x=10;
}
class B
{
    static int y=13;
}
public class Main extends B implements A {
    public static void main(String args[])
    {
        System.out.println(x+B.y);
    }
}
```

- A. Compile time error
- B. 10
- C. 23
- D. Runtime error

# Q9(Output??)

Which of the following option is true regarding following code?

```
interface A
```

```
{
```

```
    void show();
```

```
}
```

```
public class Main{
```

```
    public static void main(String args[])
```

```
{
```

```
        A ref=()->System.out.println("Hello");
```

```
        ref.show();
```

```
}
```

```
}
```

- A. Given interface is functional interface
- B. Given interface may contain more than one abstract methods
- C. Given interface cannot have default and static methods
- D. Given interface can have concrete methods



# Q10(Output??)

```
interface A
{
    boolean task(int a,int b);
}

public class Main{
    public static void main(String args[])
    {
        A ref=(n1,n2)->n1+2==n2;
        System.out.println(ref.task(1,3));
    }
}
```

- A. false
- B. true
- C. Compile time error
- D. Runtime error

# Q11(Output??)

```
interface A
{
    int task(int a,int b);
}
public class Main{
public static void main(String args[])
{
A ref=(n1,n2)->{
int x=n1+n2;
int y=n1-n2;
int z=x+y;
};
System.out.println(ref.task(4,3));
}
}
```

- A. 8
- B. 0
- C. Compile time error
- D. Runtime error

# Q12(Output??)

Which of the following option is true regarding following code?

```
interface A
```

```
{  
    void show1();  
    void show2();  
}
```

```
public class Main implements A{  
    public void show1(){ System.out.println("Output 1"); }  
    public static void main(String args[])  
    {  
        A ref=new Main();  
        ref.show1();  
    }  
}
```

- A. It is not possible to have two abstract methods in A
- B. Main class is abstract in nature as it is not overriding show2()
- C. show1() is non-abstract method
- D. Program will run and Output 1 will come on screen

## Q13(Output??)

//What will be the output of following code?

```
interface A
{
    int i = 111;
}
class B implements A
{
    void methodB()
    {
        i = 222;
    }
}
public class Main
{
    public static void main(String[] args)
    {
        B ref=new B();
        ref.methodB();
    }
}
```

- A. 222
- B. 111
- C. Compile time error
- D. Runtime error

# Q14

Which of the following is a true statement about the functional interface?

- A. It has exactly one method and it must be abstract.
- B. It has exactly one method and it may or may not be abstract.
- C. It must have exactly one abstract method and may have any number of default or static methods.
- D. It must have exactly one default method and may have any number of abstract or static methods.

## Q15

interface My { double sum(int x, double b); }

Which of the following statement is correct?

- A. My x1 = (x, y) -> return x+y;
- B. My x1 = (int x, double y) -> x+y;
- C. My x1 = (double x, int y) -> return x+y;
- D. None of These

# Q16

Which of the following is FALSE about lambda expression?

- A. Curly braces in expression body is optional if the body contains a single statement.
- B. return keyword is optional if the body has a single expression to return the value.
- C. type declaration of all parameters is always compulsory.
- D. Both B & C

# Q17

Which of the following is FALSE about interfaces in java.

- A. Interfaces can have constructors and abstract methods.
- B. An instance of interface can not be created.
- C. An interface can contain default and static methods with bodies.
- D. An interface can inherit multiple interfaces.



# Q18

```
Given, abstract class A{}  
    class B extends A{  
        B(int a){}  
    }
```

Which of the following is INCORRECT?

- A. A a = new A();
- B. A a = new B(1);
- C. B b = new A();
- D. Both A & C

# Q19

What should be the minimum changes in code given below to correct it?

```
public class Car    //Line 1
{
    public abstract void addFuel(); //Line2
}
```

- A. Line 1 should be written as abstract public class Car
- B. Line 2 should be written as public void addFuel(){}
- C. Line 2 should be written as public void addFuel();
- D. Either A or B

# Q20(Output??)

```
@FunctionalInterface
interface A
{
    int value(int x);
}

public class Main
{
    public static void main(String[] args)
    {
        A ref=(n)->{int x=n;return x;};
        System.out.println(ref.value(2));
    }
}
```

- A. 2
- B. 0
- C. Compile time error
- D. Runtime error

# Nested Classes in java

- In Java, it is possible to define a class within another class, such classes are known as nested classes. They enable you to logically group classes that are only used in one place, thus this increases the use of encapsulation, and creates more readable and maintainable code.
- A nested class has access to the members, including private members, of the class in which it is nested. However, the reverse is not true i.e., the enclosing class does not have access to the members of the nested class.
- A nested class is also a member of its enclosing class.
- As a member of its enclosing class, a nested class can be declared private, public, protected, or package private(default).

# Why Use Nested Classes?

- **Logical grouping of classes**—If a class is useful to only one other class, then it is logical to embed it in that class and keep the two together.
- **Increased encapsulation**—Consider two top-level classes, A and B, where B needs access to members of A that would otherwise be declared private. By hiding class B within class A, A's members can be declared private and B can access them. In addition, B itself can be hidden from the outside world.
- **More readable, maintainable code**—Nesting small classes within top-level classes places the code closer to where it is used.

**Nested classes are divided into two categories:**

**static nested class :**

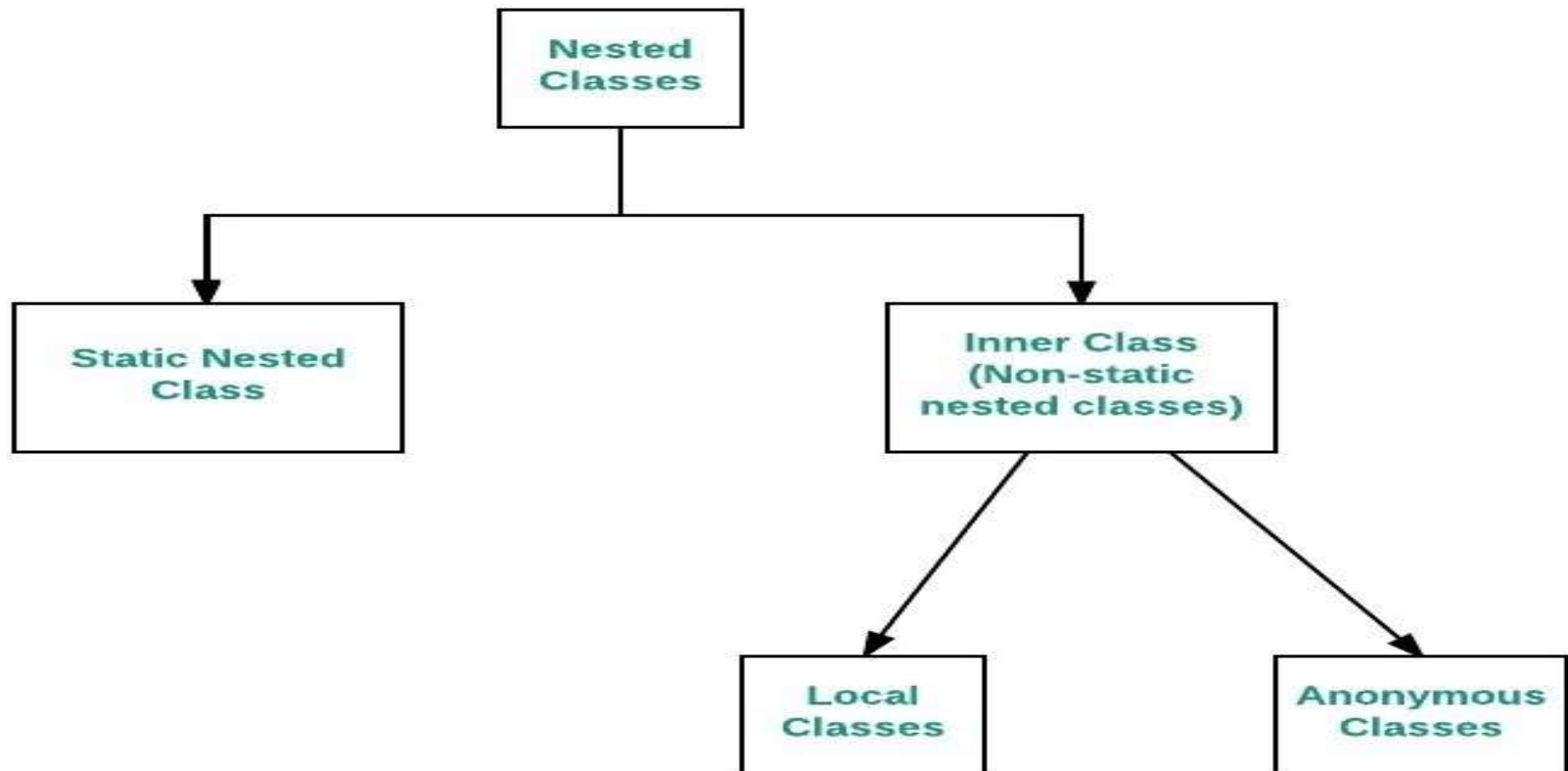
Nested classes that are declared static are called static nested classes.

**inner class :**

An inner class is a non-static nested class.

Syntax:

```
class OuterClass
{
...
    class NestedClass
    {
        ...
    }
}
```





# Static Nested Classes

- A static nested class is associated with its outer class similar to class methods and variables.
- A static nested class cannot refer directly to instance variables or methods defined in its enclosing class.
- It can use them only through an object reference.
- Static nested classes are accessed using the enclosing class name:  
OuterClass.StaticNestedClass
- For example, to create an object for the static nested class, use this syntax:

```
OuterClass.StaticNestedClass nestedObject =  
    new OuterClass.StaticNestedClass();
```

```

// a static nested class
// outer class
class OuterClass
{
    static int outer_x = 10;
    int outer_y = 20;
private static int outer_private = 30;
    static class StaticNestedClass
    {
        void display()
        {
            // can access static member of outer class
            System.out.println("outer_x = " + outer_x);

            // can access display private static member of outer class
            System.out.println("outer_private = " + outer_private);

            // The following statement will give compilation error
            // as static nested class cannot directly access non-static members
            // System.out.println("outer_y = " + outer_y);

        }
    }
}

```

```

public class StaticNestedClassDemo
{
    public static void main(String[] args)
    {
        OuterClass.StaticNestedClass nestedObject = new OuterClass.StaticNestedClass();
        nestedObject.display();
    }
}

```

# Inner Classes(Non-static nested classes)

- An inner class is associated with an instance of its enclosing class and has direct access to that object's methods and fields.
- Because an inner class is associated with an instance, it cannot define any static members itself.
- Objects that are instances of an inner class exist *within* an instance of the outer class.
- Consider the following classes:

```
class OuterClass {  
    ...  
    class InnerClass { ... }  
}
```

- An instance of InnerClass can exist only within an instance of OuterClass and has direct access to the methods and fields of its enclosing instance.
- To instantiate an inner class, we must first instantiate the outer class. Then, create the inner object within the outer object.

- **Syntax:**

```
OuterClass.InnerClass innerObject =  
                                outerObject.new InnerClass();
```

- Non-static nested classes(or inner classes comes in three variations):
  - **Member inner classes**(A class created within class and outside method.)
    - **Local inner classes**(A class created inside method/or inside any block)
    - **Anonymous classes** (also called anonymous inner classes)[class with no name]

# Example 1

```
// Java program to demonstrate accessing a member  
inner class
```

```
class OuterClass  
{  
    static int outer_x = 10;  
    int outer_y = 20;  
    private int outer_private = 30;  
    class InnerClass  
    {  
        void display()  
        {  
            System.out.println("outer_x = " + outer_x);  
            System.out.println("outer_y = " + outer_y);  
            System.out.println("outer_private = " + outer_private);  
        }  
    }  
}
```

```
// Driver class
```

```
public class InnerClassDemo  
{  
    public static void main(String[] args)  
    {  
        OuterClass outerObject = new OuterClass();  
        OuterClass.InnerClass innerObject =  
            outerObject.new InnerClass();  
        innerObject.display();  
    }  
}
```

# Example 2

```
class TestMemberOuter1{
    private int data=30;
    class Inner{
        void msg(){System.out.println("data is "+data);}
    }

    void display(){
        Inner in=new Inner();
        in.msg();
    }

    public static void main(String args[]){
        TestMemberOuter1 obj=new TestMemberOuter1();
        obj.display();
    }
}
```

# Local Inner Classes

- Local classes are *classes that are defined in a block*, which is a group of zero or more statements between balanced braces.

For example, we can define a local class in a method body, a for loop, or an if clause.

- A local class has access to the members of its enclosing class.
- The scope of local inner class is restricted to the block they are defined in.
- Local inner class cannot be instantiated from outside the block where it is created in.
- Till JDK 7, Local inner class can access only final local variable of the enclosing block. However From JDK 8, it is possible to access the non-final local variable of enclosing block in local inner class.

# More points of Local Inner Class

- A local class has access to the members of its enclosing class.
- Local inner classes can extend an abstract class or can also implement an interface.
- Local inner could be abstract in nature also
- Local inner classes cannot be provided any access modifier like: private, public or protected



# What happens at compile time?

When a program containing a local inner class is compiled, the compiler generate two .class files, one for the outer class and the other for the inner class that has the reference to the outer class. The two files are named by compiler as:

Outer.class

Outer\$1Inner.class

# Example of Local class(Defined inside method)

```
class abc
{
    int a=12,b=34;
    void calculate()
    {
        class def
        {
            int sumCalculate()
            {
                return (a+b);
            }
            int mulCalculate()
            {
                return (a*b);
            }
        }
        def ob=new def();
        System.out.println("Sum is "+ ob.sumCalculate());
        System.out.println("Mul is "+ ob.mulCalculate());
    }
}

public class Main
{
    public static void main(String[] args)
    {
        abc ob = new abc();
        ob.calculate();
    }
}
```

The inner class cannot be declared as static. Inner classes are associated with the block they are defined within and not with the external class(Outer in this case).

# Java code to demonstrate the scope of inner class

```
public class Outer
{
    private void myMethod()
    {
        class Inner
        {
            private void innerMethod()
            {
                System.out.println("Inside inner class");
            }
        }
    }
    public static void main(String[] args)
    {
        Outer outer = new Outer();
        Inner inner = new Inner();
        inner.innerMethod();
    }
}
```

The above program causes compilation error because the scope of inner classes are restricted to the block they are defined in.

# Anonymous Classes

- Anonymous classes enable us to declare and instantiate a class at the same time.
- They are like local classes except that they do not have a name.
- The anonymous class expression consists of the following:
  1. *The new operator*
  2. *The name of an interface to implement or a class to extend.*
  3. *Parentheses that contain the arguments to a constructor, just like a normal class instance creation expression.*
  4. *A body, which is a class declaration body. More specifically, in the body, method declarations are allowed but statements are not.*

- *Anonymous classes have the same access to local variables of the enclosing scope as local classes:*
  - An anonymous class has access to the members of its enclosing class.
  
- *Anonymous classes also have the same restrictions as local classes with respect to their members:*
  - We cannot declare static initializers or member interfaces in an anonymous class.
  - An anonymous class can have static members provided that they are constant variables.
  
- *Note that we can declare the following in anonymous classes:*
  - Fields
  - Extra methods (even if they do not implement any methods of the supertype)
  - Local classes
  - We cannot declare constructors in an anonymous class.

Note:

When we compile a nested class, two different class files will be created with names

Outerclass.class

Outerclass\$Nestedclass.class

- Local Class is named as Outerclass\$1Localclass.class
- Anonymous class is named as Outerclass\$1.class

Syntax: The syntax of an anonymous class expression is like the invocation of a constructor, except that there is a class definition contained in a block of code.

```
// Test can be interface,abstract/concrete class
```

```
Test t = new Test()
```

```
{
```

```
    // data members and methods
```

```
    public void test_method()
```

```
    {
```

```
        .....
```

```
        .....
```

```
    }
```

```
};
```



# Program to understand the need of anonymous class.

```
//Java program to demonstrate need for Anonymous Inner class
interface Age
{
    int x = 21;
    void getAge();
}
class AnonymousDemo
{
    public static void main(String[] args)
    {
        // MyClass is implementation class of Age interface
        MyClass obj=new MyClass();

        // calling getage() method implemented at MyClass
        obj.getAge();
    }
}

// MyClass implement the methods of Age Interface
class MyClass implements Age
{
    @Override
    public void getAge()
    {
        // printing the age
        System.out.print("Age is "+x);
    }
}
```

In the program, interface Age is created with getAge() method and x=21. Myclass is written as implementation class of Age interface. As done in Program, there is no need to write a separate class Myclass. Instead, directly copy the code of Myclass into this parameter, as shown here:

```
Age oj1 = new Age() {  
    @Override  
    public void getAge() {  
        System.out.print("Age is "+x);  
    }  
};
```

//Java program to demonstrate Anonymous inner class

interface Age

```
{
    int x = 21;
    void getAge();
}
class AnonymousDemo
{
    public static void main(String[] args) {
        Age oj1 = new Age() {
            @Override
            public void getAge() {
                // printing age
                System.out.print("Age is "+x);
            }
        };
        oj1.getAge();
    }
}
```

## **Types of anonymous inner class**

Based on declaration and behavior, there are 3 types of anonymous Inner classes:

### **1. Anonymous Inner class that extends a class :**

We can have an anonymous inner class that extends a class.

```
class A
```

```
{
```

```
    int x=12;
```

```
    void show()
```

```
    {
```

```
        System.out.println("Hello World");
```

```
    }
```

```
}
```

```
class Main
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        A ob = new A() // anonymous inner class
```

```
        {
```

```
            void show()
```

```
            {
```

```
                System.out.println("Overridden " +x);
```

```
            }
```

```
        };
```

```
        ob.show();
```

```
    }
```

```
}
```

## **2. Anonymous Inner class that implements an interface**

We can also have an anonymous inner class that implements an interface

```
interface A
{
    int x=12;
    void show();
}
```

```
class Main
{
    public static void main(String[] args)
    {
        A ob = new A() // anonymous inner class
        {
            public void show()
            {
                System.out.println("Overridden " +x);
            }
        };
        ob.show();
    }
}
```

### 3. Anonymous class that extends abstract class

```
abstract class Example
{
    abstract void display();
}
class Main
{
    public static void main(String[] args)
    {
        Example ref = new Example() // anonymous inner class
        {
            void display(){ System.out.print("Hello"); }
        };
        ref.display();
    }
}
```



## Comparison between normal or regular class and static nested class

S.NO	Normal/Regular inner class	Static nested class
------	----------------------------	---------------------

Without an outer class object existing, there cannot be an inner class object. That is, the inner class object is always associated with the outer class object.	
--	--

Without an outer class object existing, there may be a static nested class object. That is, static nested class object is not associated with the outer class object.	
---	--

Inside normal/regular inner class, static members can't be declared.	
--	--

Inside static nested class, static members can be declared.	
---	--

Both static and non static members of outer class can be accessed directly.	
---	--

Only a static member of outer class can be accessed directly.	
---	--

## **Difference between Normal/Regular class and Anonymous Inner class:**

- A normal class can implement any number of interfaces but anonymous inner class can implement only one interface at a time.
- A regular class can extend a class and implement any number of interface simultaneously. But anonymous Inner class can extend a class or can implement an interface but not both at a time.
- For regular/normal class, we can write any number of constructors but we cant write any constructor for anonymous Inner class because anonymous class does not have any name and while defining constructor class name and constructor name must be same.

## Q1(Output??)

```
class A
{
    private static int x=100;
    private String y="Hello";
    static class B
    {
        void show()
        {
            System.out.print(x+" ");
            System.out.print(y);
        }
    }
}
```

```
public class Main
{
    public static void main(String[] args) {
        A.B ref=new A.B();
        ref.show();
    }
}
```

- A. 100 Hello
- B. 0 Hello
- C. 100
- D. Compile time error

## Q2(Output??)

```
class A
{
    private static int x=100;
    class B
    {
        private int y=100;
    }
    void display()
    {
        System.out.println(x+y);
    }
}
public class Main
{
    public static void main(String[] args) {
        A ref=new A();
        ref.display();
    }
}
```

- A. 100
- B. 200
- C. Compile time error
- D. 0

# Q3(Output??)

```
class A
{
    private static int x=10;
    class B
    {
        private int y=20;
        void display()
        {
            System.out.println(x+y);
        }
    }
}

public class Main
{
    public static void main(String[] args) {
        A ref1=new A();
        A.B ref2=ref1.new B();
        ref2.display();
    }
}
```

- A. 10
- B. 20
- C. 30
- D. 0

## Q4(Output??)

```
class Example
{
    void show()
    {
        class Test
        {
            static int a=13;
            void display()
            {
                System.out.println(a);
            }
        }
        Test ob=new Test();
        ob.display();
    }
}

public class Main
{
    public static void main(String[] args)
    {
        Example obj=new Example();
        obj.show();
    }
}
```

- A. 13
- B. 0
- C. Compile time error
- D. Runtime error

## Q5(Output??)

```
interface Example
```

```
{
```

```
    int a=100;
```

```
    void show();
```

```
}
```

```
class Main
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        Example ob = new Example() // anonymous inner class
```

```
        {
```

```
            static final int b=200;
```

```
            public void show()
```

```
            {
```

```
                System.out.println(a+" "+b);
```

```
            }
```

```
        };
```

```
        ob.show();
```

```
    }
```

```
}
```

A. 100 0

B. 0 200

C. Compile time error

D. 100 200

## Q6(Output??)

```
abstract class ABC
{
    abstract void show1();
    abstract void show2();
}
class Main
{
    public static void main(String[] args)
    {
        ABC ob = new ABC() // anonymous inner class
        {
            void show1(){ System.out.print("A "); }
            void show2(){ System.out.print("B "); }
        };
        ob.show1();
        ob.show2();
    }
}
```

OP1: A B

OP2: Compile time error

OP3: Runtime error

OP4: Blank output



## Q7

Which of the following is true regarding anonymous inner class?

- A. It can have constructors
- B. We can create only one instance of anonymous class
- C. It cannot have final static variables
- D. It cannot have final non-static variables

## Q8(Output??)

```
class outer
{
    int x=2;
    static class inner
    {
        int y=3;
        void display()
        {
            System.out.println(new outer().x+y);
        }
    }
}

public class Main
{
    public static void main(String[] args) {
        outer.inner ref=new outer.inner();
        ref.display();
    }
}
```

- A. 5
- B. 2
- C. Compile time error
- D. Blank output

## Q9(Output??)

```
class A
{
    class B
    {
        static void methodB()
        {
            System.out.println("Method B");
        }
    }
}

public class Main
{
    public static void main (String[] args)
    {
        A obj1=new A();
        A.B obj2=obj1.new B();
    }
}
```

- A. Method B
- B. Compile time error
- C. Runtime error
- D. Blank output

## Q10(Output??)

```
class X
{
    static int x = 100;

    static class Y
    {
        static int y = x++;

        static class Z
        {
            static int z = y++;
        }
    }
}

public class Main
{
    public static void main(String[] args)
    {
        System.out.print(X.x+" ");
        System.out.print(X.Y.y+" ");
        System.out.print(X.Y.Z.z);
    }
}
```

- A. 100 101 102
- B. 100 100 100
- C. 100 0 0
- D. Compile time error

# Q11

**Which of the following is true about anonymous inner classes?**

- A. You can create 'n' number of objects to anonymous inner classes.
- B. Anonymous inner classes will not have the name.
- C. You can instantiate anonymous inner classes only once.
- D. Both B and C

```
class A
```

```
{
```

```
    static String s = "A";
```

```
    class B
```

```
    {
```

```
        String s = "B";
```

```
        void methodB()
```

```
        {
```

```
            System.out.print(s);
```

```
        }
```

```
    }
```

```
}
```

```
public class Main
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        A a = new A();
```

```
        System.out.print(a.s+" ");
```

```
        A.B b = a.new B();
```

```
        System.out.print(b.s+" ");
```

```
        b.methodB();
```

```
    }
```

```
}
```

## Q12(Output??)

A.    A B A

B.    A A B

C.    A B B

D.    B A A

## Q13(Output??)

```
class A
{
    void methodOne()
    {
        class B
        {
            void methodTwo()
            {
                System.out.println("Method Two");
            }
        }
    }
    void methodThree()
    {
        new B().methodTwo();
    }
}

public class Main
{
    public static void main(String[] args)
    {
        A a = new A();
        a.methodThree();
    }
}
```

- A. Method Two
- B. Compile time error
- C. Blank Output
- D. Runtime error

## Q14(Output??)

```
class X
{
    void methodX()
    {
        class Y
        {
            static void methodY()
            {
                System.out.println("Y");
            }
        }
        Y.methodY();
    }
}

public class Main
{
    public static void main(String[] args)
    {
        new X().methodX();
    }
}
```

- A. Y
- B. Compile time error
- C. Runtime error
- D. Blank Output



Which of the following members of outer class are accessible inside a member inner class?[Q15]

- A. static members only
- B. Non-static members only
- C. Both A and B
- D. None of these

Which of the following types of variables are not allowed to be declared inside member inner classes?[Q16]

- A. Non-final static variables
- B. Final static variables
- C. Non-final non static variables
- D. Final non static variables

# Q17

How to create object of the inner class?

- a) `OuterClass.InnerClass innerObject = outerObject.new InnerClass();`
- b) `OuterClass.InnerClass innerObject = new InnerClass();`
- c) `InnerClass innerObject = outerObject.new InnerClass();`
- d) `OuterClass.InnerClass = outerObject.new InnerClass();`

# Q18

Non-static nested classes have access to \_\_\_\_\_ from enclosing class.

- a) Private members
- b) Protected members
- c) Public members
- d) All the members

# Q19

All member functions of a local class must be \_\_\_\_\_

- a) Defined outside class body
- b) Defined outside the function definition
- c) Defined inside the class body
- d) Defined at starting of program

# Q20

Which statement will instantiates an instance of the nested class?

```
public class MyOuter
{
    public static class MyInner
    {
        public static void display() { }
    }
}
```

- A.      MyOuter.MyInner m = new MyOuter.MyInner();
- B.      MyOuter.MyInner mi = new MyInner();
- C.      MyOuter m = new MyOuter();  
            MyOuter.MyInner mi = m.new MyOuter.MyInner();
- D.      MyInner mi = new MyOuter.MyInner();

## Q21

Which statement is true about a static nested class?

- A. You must have a reference to an instance of the enclosing class in order to instantiate it.
- B. It does not have direct access to non-static members of the enclosing class.
- C. It's variables and methods must be static.
- D. It must extend the enclosing class.