



BITS Pilani
Pilani Campus

Object Oriented Programming CS F213

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Variables and their types

Inheritance - Example Program

```
public static void main(String args[]){
                                                     ChildOne o1 = new ChildOne();
public class ParentOne {
                                                     o1.a = 10;
  int a, b;
                                                     01.b = 20;
  void showOne() {
                                                     01.c = 30;
   System.out.println("a = "+a+" b = "+b);
                                                     o1.showOne();
                                                     o1.showTwo();
                                                     o1.showThree();
                                                     ParentOne p1 = new ParentOne();
public class ChildOne extends ParentOne{
                                                     p1.showOne();
  int c;
  void showTwo() {
                                                               Output
   System.out.println("c = "+c);
                                                               a = 10 b = 20
  void showThree() {
                                                               c = 30
   System.out.println("a = "+a+" b = "+b+" c = "+c);
                                                               a = 0 b = 0
```

```
a = 10 b = 20 c = 30
```

Inheritance - Example Program

```
public class ParentOne {
  private int a, b;
  void showOne() {
   System.out.println("a = "+a+" b = "+b);
public class ChildOne extends ParentOne{
  int c;
 void showTwo() {
   System.out.println("c = "+c);
 void showThree() {
   System.out.println("a = "+a+" b = "+b+" c = "+c);
```

```
public static void main(String args[]){
   ChildOne o1 = new ChildOne();
   o1.a = 10;
   01.b = 20;
   01.c = 30;
   o1.showOne();
   o1.showTwo();
   o1.showThree();
   ParentOne p1 = new ParentOne();
   p1.showOne();
```

The field ParentOne.a is not visible The field ParentOne.b is not visible

Inheritance – Specific details with subclasses

```
public class Box {
                                  int width;
                                  int height;
                                  int depth;
public class BoxWeight extends Box{
                                               public class ColorBox extends Box{
  int weight;
                                                 int color;
```

Specific details with subclasses

```
public class Box {
                                  int width;
                                  int height;
                                  int depth;
public class BoxWeight extends Box{
                                              public class ColorBox extends Box{
  int weight;
                                                int color;
public class Shipment extends BoxWeight{
  int cost;
```

Naming Convention

Used to name identifiers such as class, package, variable, constant, method etc.

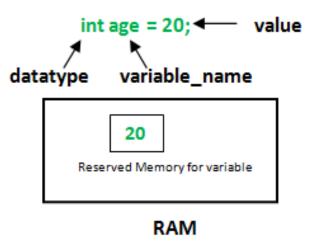
Name	Convention
class name	should start with uppercase letter and be a noun e.g. String, Color, Button, System, Thread etc.
interface name	should start with uppercase letter and be an adjective e.g. Runnable, Remote, ActionListener etc.
method name	should start with lowercase letter and be a verb e.g. actionPerformed(), main(), print(), println() etc.
variable name	should start with lowercase letter e.g. firstName, orderNumber etc.
package name	should be in lowercase letter e.g. java, lang, sql, util etc.
constants name	should be in uppercase letter. e.g. RED, YELLOW, MAX_PRIORITY etc.

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Variable

- Name given to a memory location.
- Basic unit of storage in a program.
 - The value can be changed during program execution.
 - All the operations done on the variable effects that memory location
 - Variables must be declared before they can be used.



- Types of variables
 - Static or class variables
 - Instance variables
 - Local variables

Static Variables

- A **static or class variable** is any field declared with the static modifier.
- Tells the compiler that there is exactly one copy of this variable in existence, regardless of how many times the class has been instantiated.

 There will be only one copy of each static variable per class, regardless of how many objects are created.

Static Variables Example using class access

```
public class StaticVarEx {
  static String myClsVar="class or static variable";
  public static void main(String args[]){
   System.out.println(StaticVarEx.myClsVar);
    System.out.println(StaticVarEx.myClsVar);
    StaticVarEx.myClsVar = "Changed Text";
    System.out.println(StaticVarEx.myClsVar);
    System.out.println(StaticVarEx.myClsVar);
```

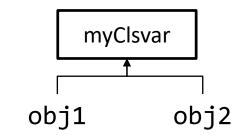
Output:

class or static variable class or static variable Changed Text Changed Text

Static Variables Example using object access

```
public class StaticVarEx {
 static String myClsVar="class or static variable";
 public static void main(String args[]){
  StaticVarEx obj1 = new StaticVarEx();
  StaticVarEx obj2 = new StaticVarEx();
  System.out.println(obj1.myClsVar);
  System.out.println(obj2.myClsVar);
  obj2.myClsVar = "Changed Text";
  System.out.println(obj1.myClsVar);
  System.out.println(obj2.myClsVar);
```

Shared between obj1 and obj2



Output:

class or static variable class or static variable Changed Text Changed Text

Static variable across classes-Example

```
class Zero{
static String classvar = "Static Variable of another class";
}
class First{
   public static void main(String args[]){
      System.out.println(Zero.classvar);
   }
}
```

Instance (Non-static) Variables

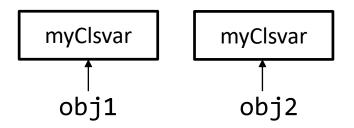
- Objects store their individual states in "non-static fields".
- Declared without the static keyword.
- Known as instance variables because their values are unique to each instance of a class.

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Instance Variables - Example

```
public class InstanceVarExample {
   String myInstanceVar="instance variable";
   public static void main(String args[]){
      InstanceVarExample obj1 = new InstanceVarExample();
      InstanceVarExample obj2 = new InstanceVarExample();
     System.out.println(obj1.myInstanceVar);
      System.out.println(obj2.myInstanceVar);
      obj2.myInstanceVar = "Changed Text";
     System.out.println(obj1.myInstanceVar);
      System.out.println(obj2.myInstanceVar);
```

Individual variable of each object



Output:

instance variable instance variable instance variable Changed Text

Local Variable

- Defined within a block or method or constructor.
- These variable are created when the block is entered or the function is called and destroyed after exiting from the block or when the call returns from the function.
- The scope of these variables exists only within the block in which the variable is declared. i.e. we can access these variable only within that block.

Local Variable - Example

```
public class VariableExample {
 public String myVar="instance variable";  // instance variable
 public void myMethod(){
  String myVar = "Inside Method";
                                               // local variable
  System.out.println(myVar);
 public static void main(String args[]){
  VariableExample obj = new VariableExample();
                                                          Output:
  obj.myMethod();
                                                          Inside Method
  System.out.println(obj.myVar);
                                                          Instance variable
```



Thank You!