1. Abstract classes and abstract methods:

Abstract class is an incomplete class. It cannot be instantiated. An abstract class must consist of at least one abstract method. An abstract method is a method that is just declared and have no implementation.

Add another abstract method specifyPlace(String name) and complete the code.

```
□abstract class Maps{
 2
 3
        abstract void show();
 4
 5
     // The class which inherits this base class - "Maps" must provide
 6
     //the body of show() method, otherwise that sub class will also be abstract.
 7
 8
    □class WebMaps extends Maps {
9
10
      ····void show()
11
    ᆸ....{
12
     System.out.println("Web Maps: Bing Map, Google Map");
13
    [}
14
15
16
    □public class AbstractClassDemo{
17
18
          public static void main (String[] args) {
19
20
21
           ···// Maps ·m ·= ·new ·Maps();
22
           // Uncommenting the above statelemt will induce
23
           // compiler error as it to create an
24
          // instance of abstract class ( which is illegal).
25
26
           WebMaps w = new WebMaps();
27
          · · · · w.show();
28
       . . . . . . . . . }
29
30
```

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2. Interface

- The interface declares a set of public method (no implementation) and fields
- A class that implements the interface provides an implementation for each of the methods the interface defines.
- Add another interface PlantInterface and use it.

```
// Write two interfaces "AnimalInterface" and "HumanInterface".
2
     // Create a class "PersonClass" to implement the interface.
3
4
     /* File name : HumanInterface.java */
5
    □interface HumanInterface {
        String type ="Human"; // constant
7
        public void study(String qualification);
8
9
      /* File name : AnimalInterface.java */
10
11
    □interface AnimalInterface {
12
13
        public void eat();
14
    L,
        public void travel();
15
16
17
      /* File name : PersonClass.java */
18
    □class PersonClass implements AnimalInterface, HumanInterface{
19

    public void eat(){

20
21
        System.out.println("Person eats");
22
23
24
    25
      System.out.println("Person travels");
26
27
28
    public void study(String qualification){
      System.out.println(type +" studying " + qualification);
29
      . . . } .
30
31

    public int noOfLegs(){
32
     return 0;
33
34
    []
35
36
37
      /* File name : InterfaceDemo.java */
38
    □public class InterfaceDemo{
39
40
        public static void main(String args[]){
41
           PersonClass m = new PersonClass();
42
           m.eat();
43
          m.travel();
44
           m.study("BESE");
45
       . . }
                                                                    ta, PhD
46
47
```

3. Package:

- used to encapsulate a group of classes, interfaces, and sub-packages
- It is a container of a group of related classes where some classes are made public and others are not exposed.
- Refer Example:
 - 1. Package name: mypackage
 - 2. Class inside package: Food.java, Animal.java
 - 3. Classes which use the package: Vegetables.java , PackageDemo.java , Fruits.java

Add another class Place java in the package and use it.

```
/* File name : myPackage/Animal.java */
 1
 2
      package myPackage;
 3
 4
     □public class Animal {
 5
 6
          public String eat(String food){
 7
              return("Animal is eating "+ food);
 8
 9
         →public void makeSound(String sound){
10
              >System.out.println("Animal is saying "+ sound);
11
12
13
14
      import myPackage.*;
 5
 6
 7
      public class PackageDemo
    日{
 8
 9
          public static void main(String[] args) {
10
              System.out.println(" \nUsing <Animal> class in myPackage");
11
              Animal cat= new Animal();
12
13
              System.out.println(cat.eat("milk"));
14
              >cat.makeSound("mew");
15
16
              System.out.println(" \n\nUsing <Food> class in myPackage\n");
17
              Foods obj = new Foods();
18
              obj.show();
19
20
21
                                                                      ыаиг реукоta, PhD
```

```
/* File name : myPackage/Foods.java */
4
      package myPackage; → —
5
6
      import java.util.Scanner;
7
8
    □public class Foods {
9
          protected String foodName;
10
11
          protected int foodID;
12
13
         public void show()
14
15
             →System.out.println("Show method in Food Class");
16
17
          public int getFoodID()
18
19
20
              ∍int id;
              Scanner b = new Scanner (System.in);
21
              System.out.print("Enter id: ");
22
              id = Integer.parseInt( b.nextLine() );
23
24
             return(id);
25
26
          public String getFoodName()
27
28
29
              String name;
30
              Scanner b = new Scanner (System.in);
              System.out.print("Enter Food Name: ");
31
32
              name = b.nextLine();
33
              return(name);
34
35
36
          public void setFoodID(int fID, String fName){
37
38
39
              this.foodName = fName;
40
              this.foodID = fID;
              System.out.println( this.foodID +": "+ this.foodName );
41
42
43
```

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9. **Reflection:**

- Reflection is the ability of a program to analyze itself.
- The **java.lang.reflect** package provides the ability to obtain the information about the fields, constructors, methods, and modifiers of a class.

Demerits:

- Performance Overhead
- Security Restrictions
- Exposure of Internals

```
import java.lang.reflect.*;
    □public class ReflectionDemo {
2
3
            public static void main(String args[])
4
5
               try {
                  Class c = Class.forName("java.util.Stack");
6
7
                  Method methods[] = c.getDeclaredMethods();
8
9
               // dump all methods in the Stack class
10
                 for (int i = 0; i < methods.length; i++)</pre>
11
               System.out.println(methods[i].toString());
12
13
              catch (Exception e) {
14
                  System.err.println(e);
15
      . . . . . . }
16
17
       . . }
```

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