





# Module 1-13

Abstract Classes

# Objectives

- Should be able to define and use abstract in the context of a class and a method
- Should be able to define and use final in the context of a class and a method
- Should understand what a design pattern is and how to research them
- Should be able to explain the differences between public, private, and protected access
- Should understand that many keywords in Java are not for security, but for design and letting other developers know how to use your code

# If else if chain vs. switch statement

```
...
System.out.println("Movie ticket prices: ");
System.out.println("1. Adult - $14.00");
System.out.println("2. Child - $8.00");
System.out.println("3. Senior - $11.00");
System.out.print("Enter choice: ");
int choice = Integer.parseInt(input.nextLine());
    if (choice == 1) {
        total = quantity * 14;
    } else if (choice == 2) {
        total = quantity * 8;
    } else if (choice == 3) {
        total = quantity * 11;
    } else {
        System.out.println("Invalid entry");
    }
...

```

```
...
System.out.println("Movie ticket prices: ");
System.out.println("1. Adult - $14.00");
System.out.println("2. Child - $8.00");
System.out.println("3. Senior - $11.00");
System.out.print("Enter choice: ");
int choice = Integer.parseInt(input.nextLine());
switch (choice) {
    case 1:
        total = quantity * 14;
        break;
    case 2:
        total = quantity * 8;
        break;
    case 3:
        total = quantity * 11;
        break;
    default:
        System.out.println("Invalid entry");
}
...

```

# Making Animals Sleep



# Abstract Classes

Abstract Classes combine some of the features we've seen in interfaces along with inheriting from a concrete class.

- Abstract methods can be extended by concrete classes.
- Abstract classes can have abstract methods
- Abstract classes can have concrete methods
- Abstract classes can have constructors
- Abstract classes, like Interfaces, cannot be instantiated



# Abstract Classes : Declaration

We use the following pattern to declare abstract classes.

- The abstract class itself:

```
public abstract class <<Name of the Abstract Class>> {...}
```

- The child class that inherits from the abstract class:

```
public class <<Name of Child Class>> extends <<Name of Abstract Class>>
```



# Abstract Classes Example

```
package te.mobility;
```

```
public abstract class Vehicle {
```

```
    private int numberOfWheels;  
    private double tankCapacity;  
    private double fuelLeft;
```

```
    public Vehicle(int numberOfWheels) {  
        this.numberOfWheels = numberOfWheels;  
    }
```

```
    public double getTankCapacity() {  
        return tankCapacity;  
    }
```

```
    public abstract Double calculateFuelPercentage();
```

```
    public double getFuelLeft() {  
        return fuelLeft;  
    }
```

```
}
```

We need to  
implement the  
constructor

We need to  
implement the  
abstract method

```
package te.mobility;
```

```
public class Car extends Vehicle {
```

```
    public Car(int numberOfWheels) {  
        super(numberOfWheels);  
    }
```

```
    @Override  
    public Double calculateFuelPercentage() {  
        return super.getFuelLeft() /  
            super.getTankCapacity() * 100;  
    }
```

```
}
```

extends, not  
implement, is  
used.

Also note how we are able to call  
concrete methods within the  
Vehicle abstract class



# Abstract Classes: final keyword

Declaring methods as final prevent them from being overridden by a child class.

```
package te.mobility;

public abstract class Vehicle {
    ...

    public final void refuelCar() {
        this.fuelLeft = tankCapacity;
    }
    ...
}
```

```
package te.mobility;

public class Car extends Vehicle
{

    @Override
    public void refuelCar() {

    }

}
```


This override will cause an error, as the method is marked as final.

# Multiple Inheritance

- Java does not allow multiple inheritance of concrete classes or abstract classes. The following is not allowed:

```
public class Car extends Vehicle, MotorVehicles {...}
```


Where Vehicle and MotorVehicles are classes or abstract classes



- Java does allow for the implementation of multiple interfaces:

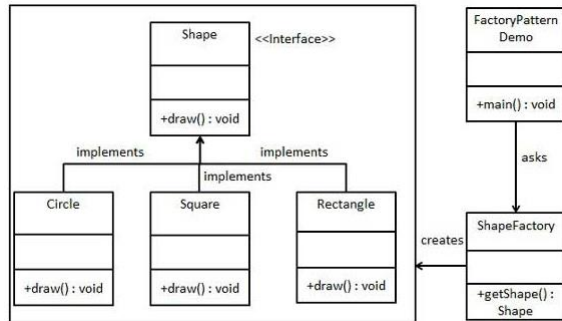
```
public class Car implements IVehicle, IMotorVehicle {...}
```

Where IVehicle and IMotorVehicle are interfaces



# Design Patterns

- Represent best practices used by experienced object-oriented software developers.
- Solutions to general problems that software developers faced during software development..



[https://www.tutorialspoint.com/design\\_pattern/index.htm](https://www.tutorialspoint.com/design_pattern/index.htm)

# ABSTRACT CLASSES VS INTERFACES

## ABSTRACT CLASS

- Defines methods & properties
- Can contain method bodies
- Can contain properties
- Cannot be instantiated
- Are inherited

## INTERFACES

- Defines methods & properties
- No method bodies
- No properties
- Cannot be instantiated
- Are implemented

# Objectives

- Should be able to define and use abstract in the context of a class and a method



# Objectives

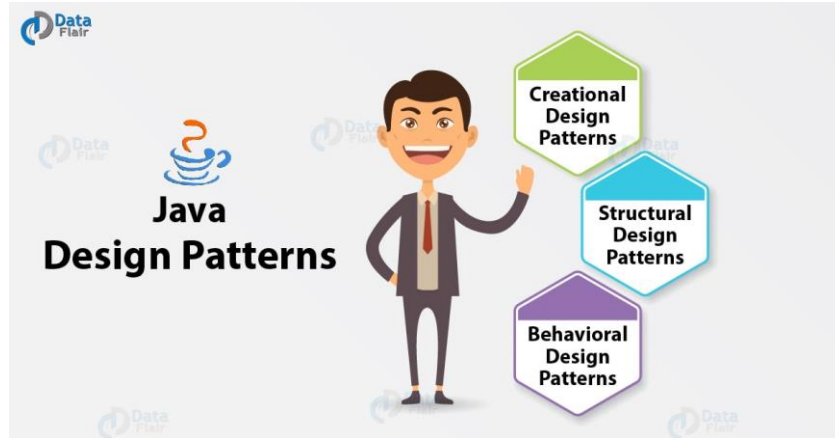
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<https://www.javatpoint.com/design-patterns-in-java>



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	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non-subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non-subclass	No	No	No	Yes



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