

# Object Oriented Programming with JAVA

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## UNIT-7

# String , Packages and InterFaces



# STRING

- A **String** is a collection of characters. In Java, a string is an object that represents a collection of objects. A string is a predefined class used to create string objects. It is an **immutable object**, which means it can't be updated once created.
- How to create a string object?
  - There are two ways to create String object:
    - **By string literal:-** Java String literal is created by using double quotes. For Example: String name = "Parul University";
    - **By new keyword:-** String str=new String("Welcome");//creates two objects and one reference variable

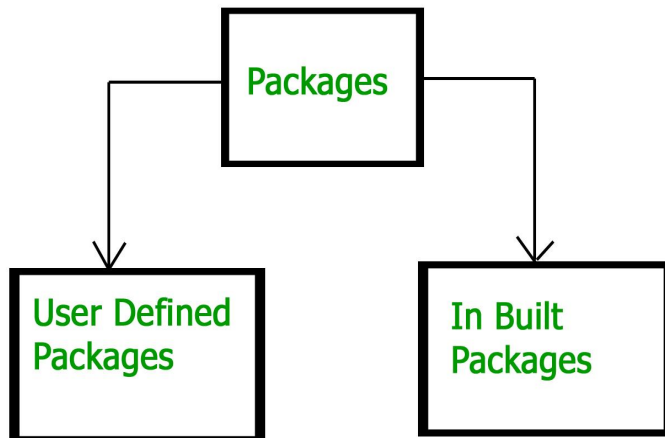
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### **The string class has a set of built-in-methods, Some methods defined below:-**

- `charAt()`: It returns a character at a specified position.
- `equals()`: It compares the two given strings and returns a Boolean, that is, True or False.
- `concat()`: Appends one string to the end of another.
- `length()`: Returns the length of a specified string.
- `toLowerCase()`: Converts the string to lowercase letters.
- `toUpperCase()`: Converts the string to uppercase letters.
- `indexOf()`: Returns the first found position of a character.
- `substring()`: Extracts the substring based on index values, passed as an argument.

# PACKAGES

- Packages in Java serve as a container for organizing classes, interfaces, and sub-packages with similar functionalities.
- Package in java can be categorized in two form, built-in package and user-defined package.



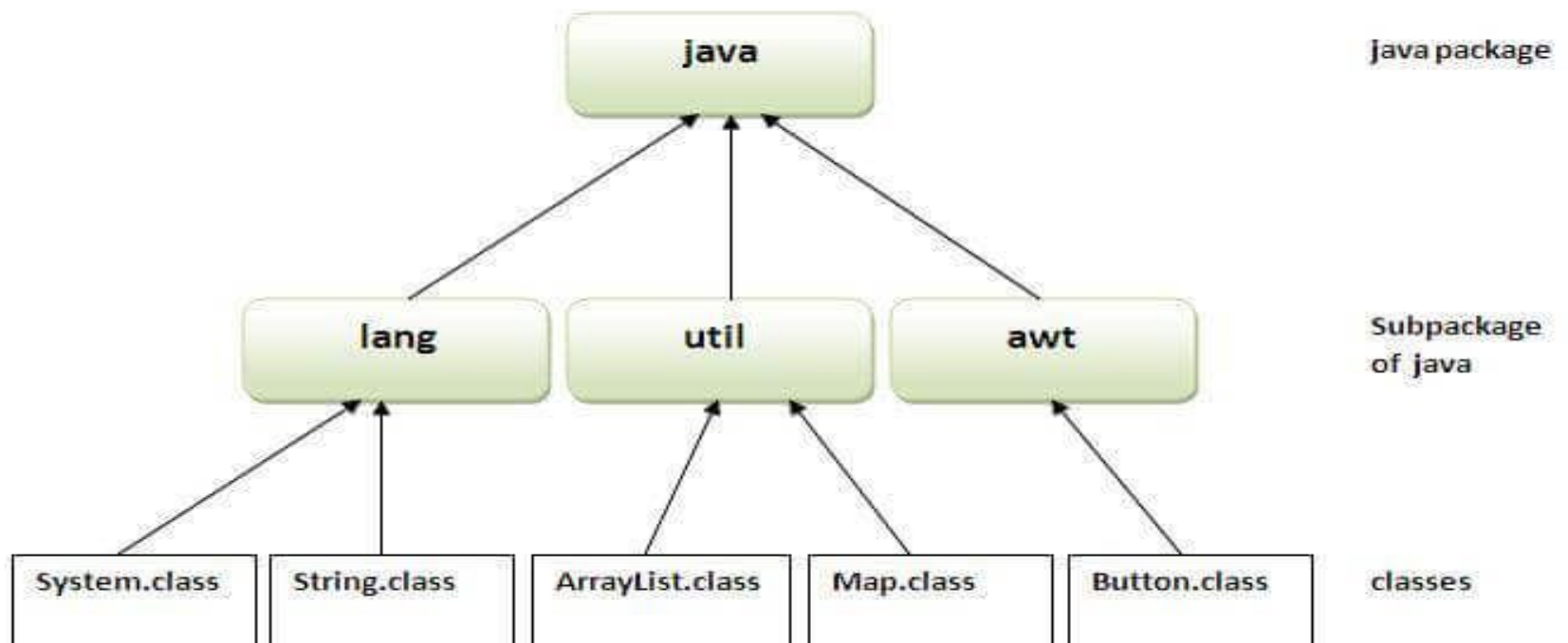
- **Built-in packages:** Built-in packages is also known as pre-defined packages and these packages contain large numbers of classes and interfaces that we used in java are known as Built-in packages.
- **User-defined packages:** As the name suggests user-defined packages are a package that is defined by the user or programmer.



# Advantages of Packages

- 1) Java package is used to categorize the classes and interfaces so that they can be easily maintained.
- 2) Java package provides access protection.
- 3) Java package removes naming collision.

# built-in package





# Examples of Built-in Packages

- **java.sql**: Provides the classes for accessing and processing data stored in a database. Classes like Connection, DriverManager, PreparedStatement, ResultSet, Statement, etc. are part of this package.
- **java.lang**: Contains classes and interfaces that are fundamental to the design of the Java programming language. Classes like String, StringBuffer, System, Math, Integer, etc. are part of this package.
- **java.util**: Contains the collections framework, some internationalization support classes, properties, random number generation classes. Classes like ArrayList, LinkedList, HashMap, Calendar, Date, Time Zone, etc. are part of this package.
- **java.net**: Provides classes for implementing networking applications. Classes like Authenticator, HTTP Cookie, Socket, URL, URLConnection, URLEncoder, URLDecoder, etc. are part of this package.



# Example of java package

## Build-in package

```
import java.lang.*;

class example_lang {
    public static void main(String args []) {
        int a = 100, b = 200, maxiNumber;
        maxiNumber = Math.max(a,b);
        System.out.printf("Maximum Number is = "+maxiNumber);
    }
}
```

### How to run java package program:

- To Compile: `javac example_lang.java`
- To Run: `java example_lang`

## User Defined Package

```
package UserPackage;

public class UserClass {
    Run | Debug
    public static void main(String args[]) {
        System.out.println(x:"UserPAckege creates a UserClass !!!");
    }
}
```

### How to run java user defined package program:

- To Compile: `javac -d . UserClass.java`
- To Run: `java Userpackage. UserClass`

# How to access package from another package?

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

## 1) Using `packagename.*`

- If you use `package.*` then all the classes and interfaces of this package will be accessible but not subpackages.
- The `import` keyword is used to make the classes and interface of another package accessible to the current package.

## 2) `import package.classname;`

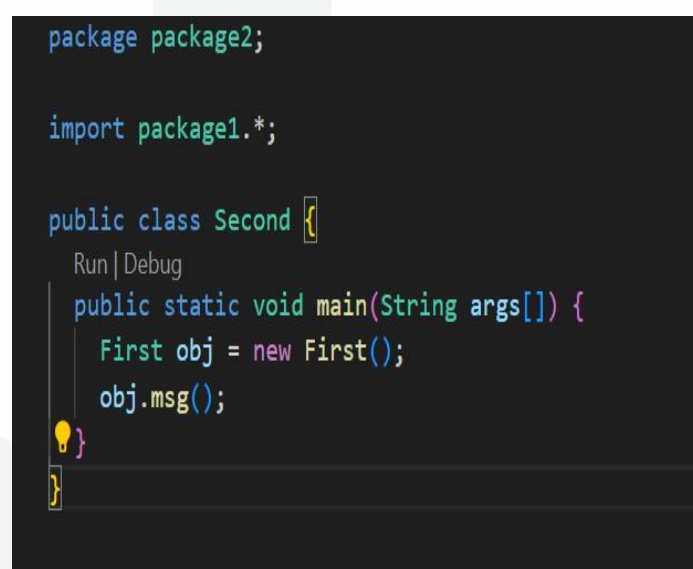
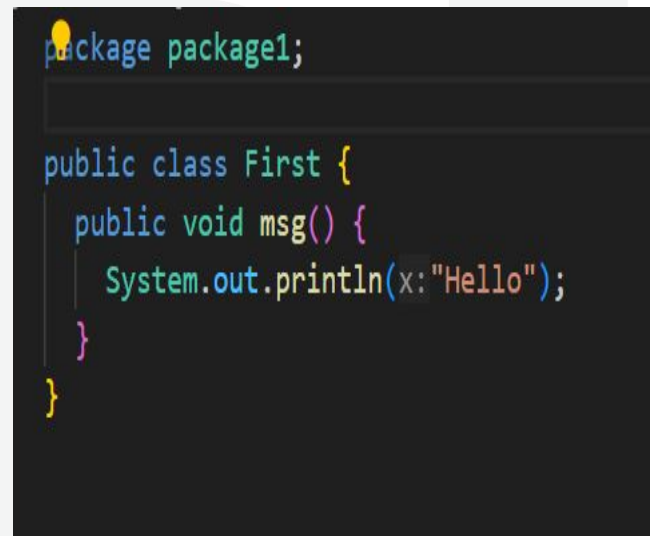
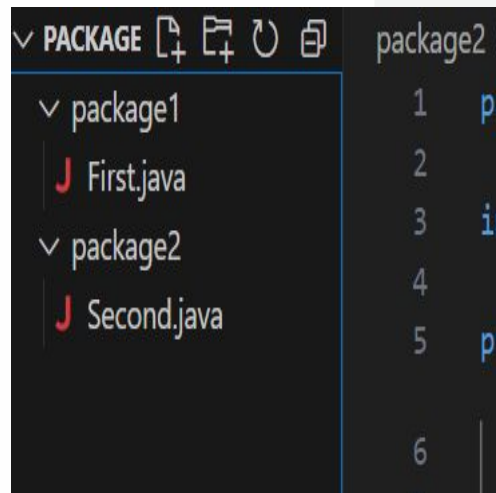
- If you import `package.classname` then only declared class of this package will be accessible.

## 3) Using fully qualified name.

- If you use fully qualified name then only declared class of this package will be accessible. Now there is no need to import



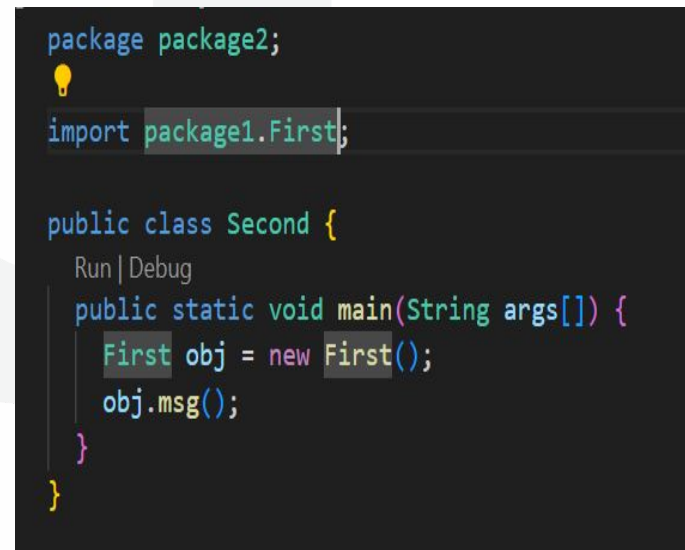
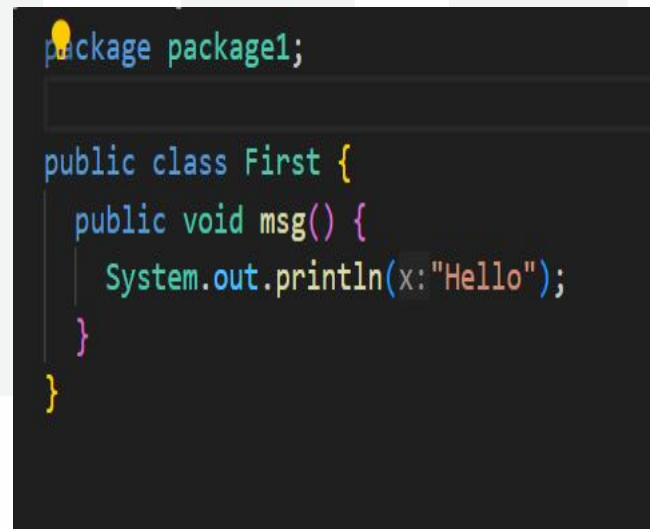
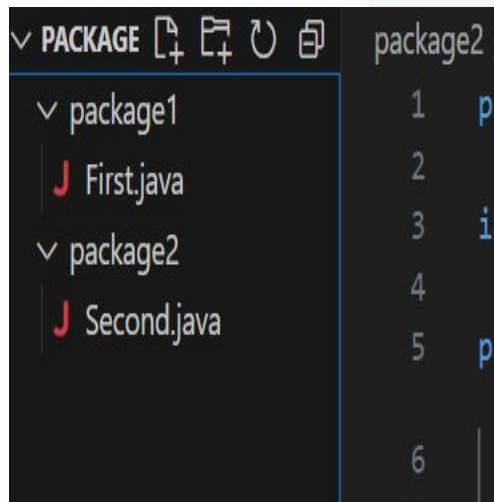
# 1) import the packagename.\*





## 2) Using packagename.classname

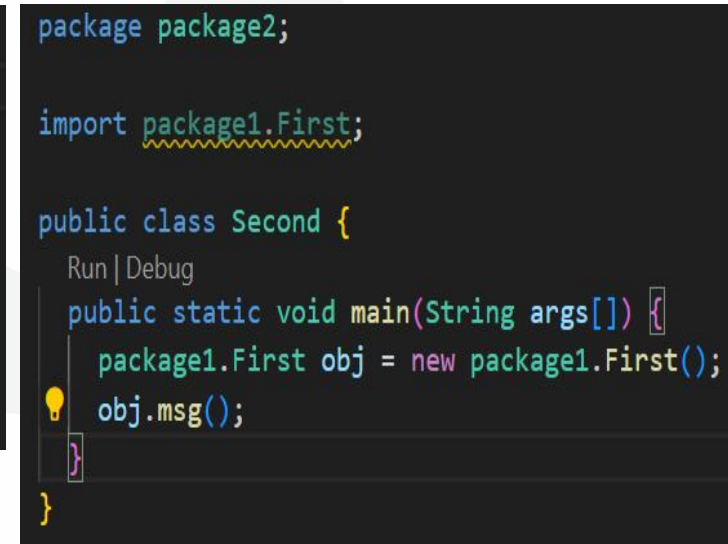
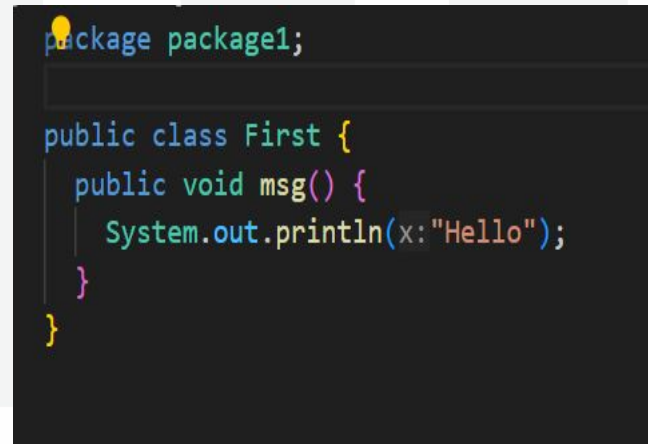
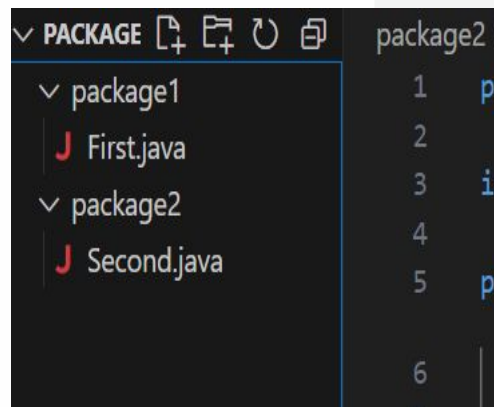
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### 3) Using fully qualified name

- If you use fully qualified name then only declared class of this package will be accessible. Now there is no need to import.





# Classpath

**There are two ways to load the class files temporary and permanent.**

- Temporary
  - By setting the classpath in the command prompt
  - By -classpath switch
- Permanent
  - By setting the classpath in the environment variables
  - By creating the jar file, that contains all the class files, and copying the jar file in the jre/lib/ext folder.

# Interface

- 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*. There can be only abstract methods in the Java interface, **not method body**. It is used to achieve abstraction and **multiple inheritance in java**.
- In other words, you can say that interfaces can have abstract methods and variables. It cannot have a method body.
- Java Interface also **represents the IS-A relationship**.
- It **cannot be instantiated** just like the abstract class.
- Since Java 8, we can have **default** and **static methods** in an interface.
- Since Java 9, we can have **private methods** in an interface.

# Why use Java interface and how to Declare

There are mainly three reasons to use interface.



## Declare an interface

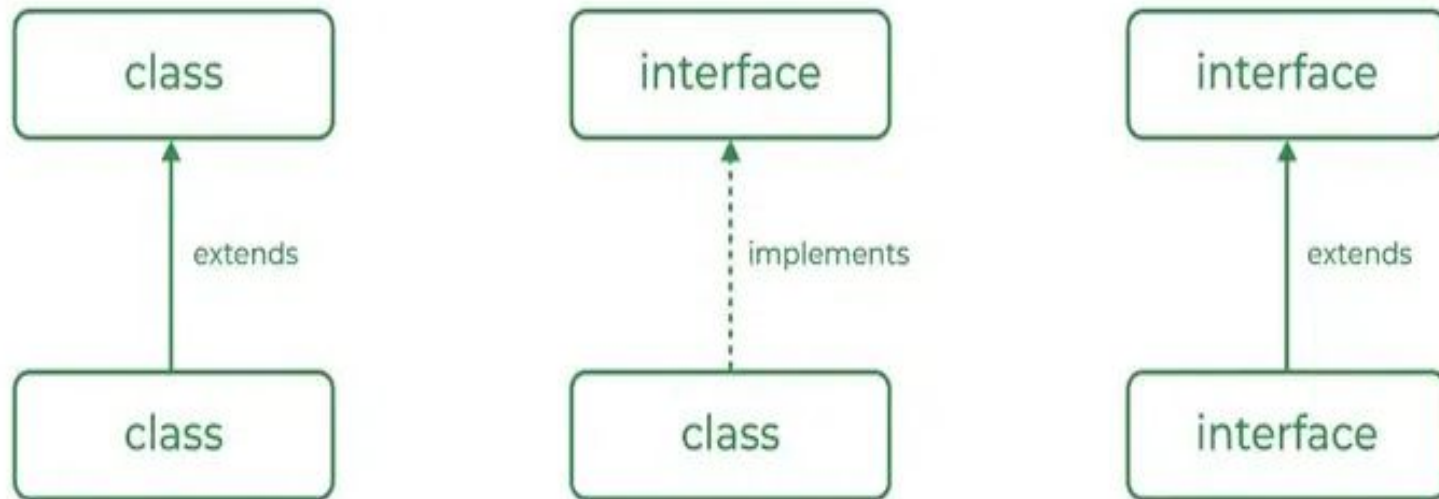
- An interface is declared by using the **interface** keyword. It provides **total abstraction**; means all the methods in an interface are declared with the empty body, and all the fields are public, static and final by default. A class that implements an interface must implement all the methods declared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

## Syntax for Java Interfaces

- ```
interface interfaceName{  
    // declare constant fields  
    // declare methods that abstract  
    // by default.  
}
```

# Relationship Between Class and Interface

- A class can extend another class similar to this an interface can extend another interface. But only a class can extend to another interface.



# Multiple Inheritance in Java Using Interface

- Multiple Inheritance is an OOPs concept that can't be implemented in Java using classes. But we can use multiple inheritances in Java using Interface.
- Implementation:** To implement an interface, we use the keyword **implements**

## Multiple inheritance in Java







# Difference Between Class and Interface

| Class                                                                              | Interface                                                                     |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------|
| In class, you can <b>instantiate</b> variables and create an object.               | In an interface, you <b>can't instantiate</b> variables and create an object. |
| A class can <b>contain concrete</b> (with implementation) methods                  | The interface <b>cannot contain concrete</b> (with implementation) methods.   |
| The access specifiers used with classes are <b>private, protected, and public.</b> | In Interface only one specifier is used- <b>Public.</b>                       |



# Enum in Java

- **Enumeration (Enum)** in Java was introduced in **JDK 1.5**. Most of the other programming languages like C, C++, etc also provide support for enumerations.
- **Enum** is a keyword, a feature which is used to represent a **fixed number** of well-known values in Java, For example, number of days in a week.
- **Enum** constants are implicitly **static and final** and you can not change their value once created. In short, enumeration is **a list of named constants**.
- **Enum** in Java provides **type-safety** and can be used inside switch statements like int variables.
- A Java enumeration is a **class type**. Although we **don't need to instantiate** an enum using **new**, it has the same capabilities as other classes. Just like classes, you can give them constructors, add instance variables and methods, and even implement interfaces.



# Declaration of Enum

Enum declaration can be done outside a Class or inside a Class but not inside a Method.

## 1. Declaration outside the class

```
enum Color {  
    RED,  
    GREEN,  
    BLUE;  
}  
  
public class EnumerationClass {  
    // Driver method  
    public static void main(String[] args)  
    {  
        Color c1 = Color.RED;  
        System.out.println(c1);  
    }  
}
```

## 2. Declaration inside a class

```
public class EnumerationClass {  
    enum Color {  
        RED,  
        GREEN,  
        BLUE;  
    }  
  
    public static void main(String[] args)  
    {  
        Color c1 = Color.RED;  
        System.out.println(c1);  
    }  
}
```



# Properties of Enum

There are certain properties followed by Enum as mentioned below:

- Every enum is internally implemented by using Class.
- Every enum constant represents an **object** of type enum.
- Enum type can be passed as an argument to **switch** statements.
- Every enum constant is always implicitly **public static final**. Since it is **static**, we can access it by using the enum Name. Since it is **final**, we can't create child enums.
- We can declare the **main() method** inside the enum. Hence we can invoke the enum directly from the Command Prompt.





# Java Enum Programs

## 1. Main Function Inside Enum

We can declare a main function inside an enum as we can invoke the enum directly from the Command Prompt.

```
enum Color {  
    red,  
    purple,  
    yellow;  
  
    public static void main(String[] args)  
    {  
        Color c = Color.yellow;  
        System.out.println(c);  
    }  
}
```



## Cont...

### 2. Loop through Enum

- We can iterate over the Enum using values( ) and loop. values() function returns an array of Enum values as constants using which we can iterate over the values.

```
enum Color {  
    red,  
    purple,  
    yellow;  
}  
  
class LoopEnum{  
  
    public static void main(String[] args)  
    {  
        for (Color var_1 : Color.values()) {  
            System.out.println(var_1);  
        }  
    }  
}
```

## Cont...

### 3. Enum in a Switch Statement

```
class SwitchEnum {  
    enum Color {  
        red,  
        purple,  
        cyan,  
        yellow;  
    }  
  
    public static void main(String[] args)  
    {  
        Color var_1=Color.yellow;  
        switch(var_1){  
            case red:  
                System.out.println("Red color observed");  
                break;  
            case purple:  
                System.out.println("Green color observed");  
                break;  
            case cyan:  
                System.out.println("Blue color observed");  
            default:  
                System.out.println("Other color observed");  
        }  
    }  
}
```



# There are mainly 3 Methods used in Enum

## 1. **values( )** method

In Java, the values( ) method can be used to return all values present inside the enum.

## 2. **valueOf()** method

The valueOf() method returns the enum constant of the specified string value if exists.

## 3. **ordinal()** method

By using the ordinal() method, each enum constant index can be found, just like an array index.

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