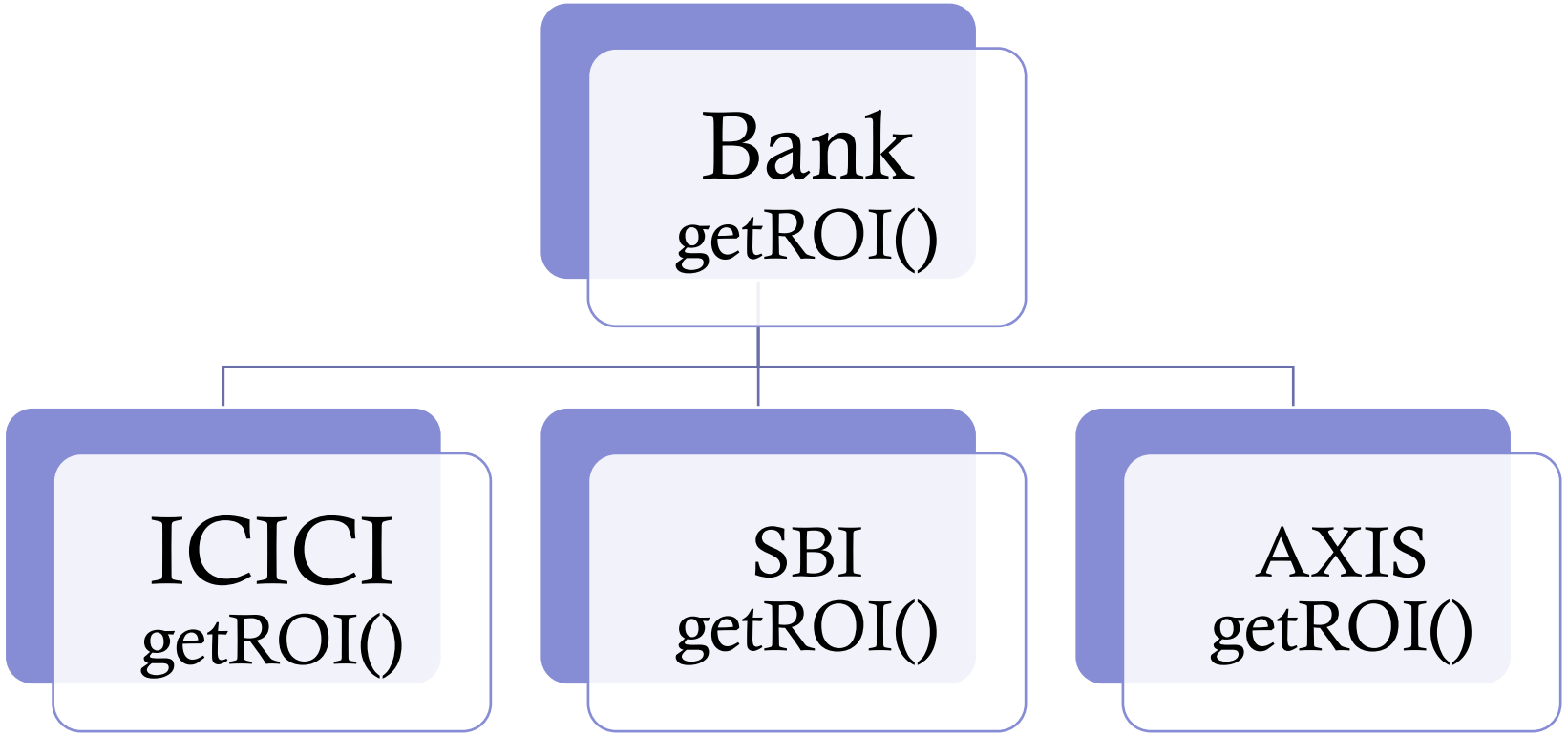
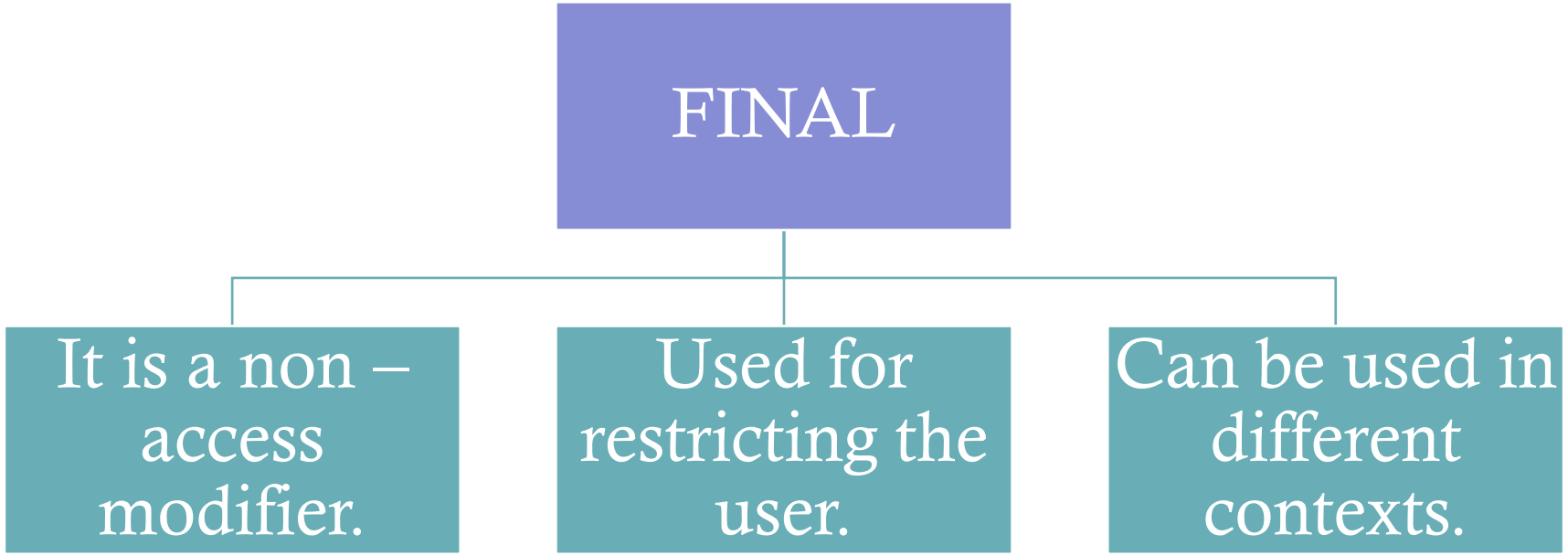
CORE JAVA

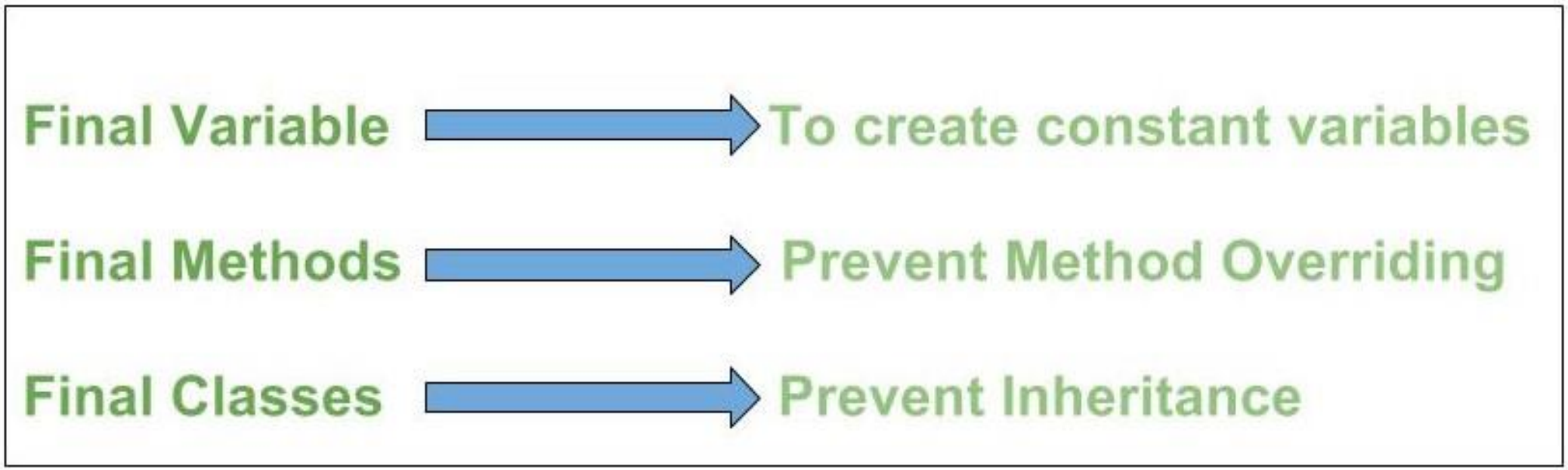
UNIT III – Abstract Methods, Final Class, Interfaces

ABSTRACT METHOD



FINAL CLASS


FINAL
It is a non – access modifier.
Used for restricting the user.
Can be used in different contexts.


Final Variable
To create constant variables
Final Methods
Prevent Method Overriding
Final Classes
Prevent Inheritance

FINAL METHOD

Methods declared final cannot be overridden.

Main intention for making a method final is to prevent the modification of the method's content by any user.

FINAL CLASSES

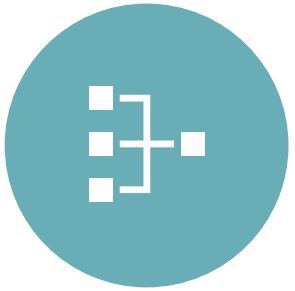
A class declared as final, cannot be extended.

Two uses:

To prevent inheritance. Ex: Integer, Float, etc.	To create an immutable class. Ex: String Class

INTERFACE

Blueprint of the class.



Can have static constants and abstract methods.

To declare an interface, use the "*interface*" keyword.

To use an interface, use the "*implements*" keyword.

WHY USE INTERFACE?

1

Achieve total abstraction.

2

Support multiple inheritance.

3

Achieve loose coupling.

DIFFERENCE BETWEEN ABSTRACT CLASS AND INTERFACE

- **ABSTRACT CLASS**
- Can have abstract and non – abstract methods.
- May contain non – final variables.
- Can provide the implementation of interface.
- Can extend another java class and implement multiple Java interfaces.
- Can have private and protected class members only.

- **INTERFACE**
- Can have only abstract methods.
- Variables are by default final.
- Cannot provide the implementation of abstract class.
- Can extend another java interface only.
- Class members are public by default.


Thank You!