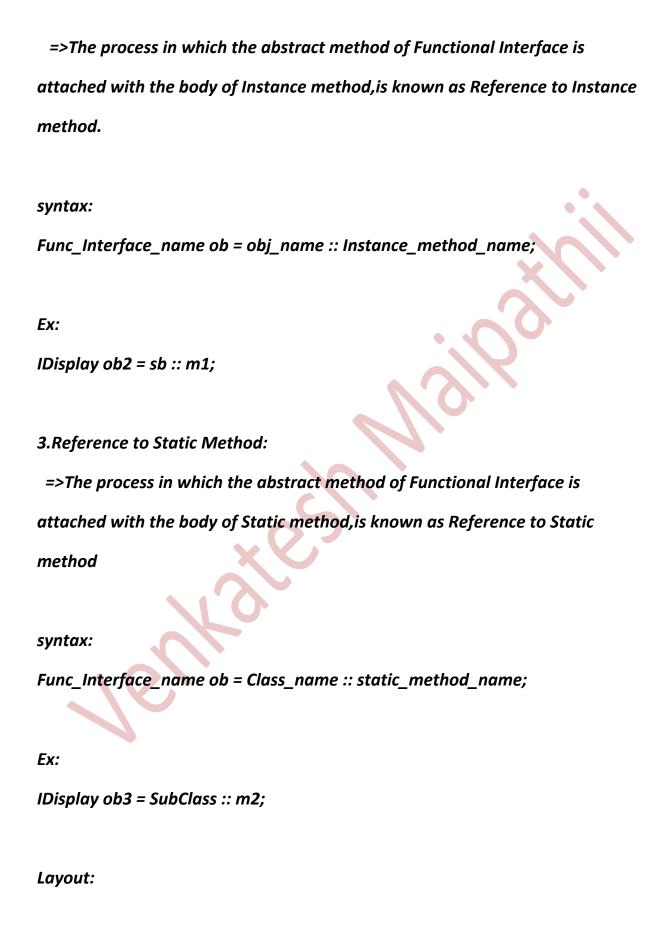
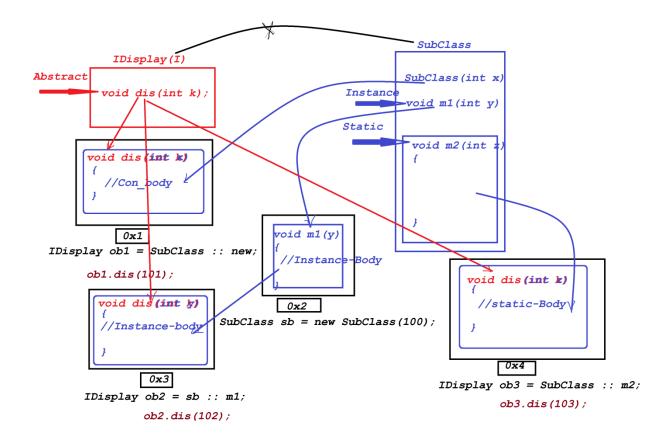
Dt: 5/9/2023 *imp Method References in Java:(Java8 - new feature) =>The process in which body-of-method from a class, is attached with the abstract method of Functional Interface is known as Method Reference and in this process the class is not related to Functional Interface =>Method references are categorized into three types: 1.Reference to Constructor 2.Reference to Instance Method 3.Reference to Static Method 1.Reference to Constructor: =>The process in which the abstract method of Functional Interface is attached with the body of Constructor, is known as Reference to Constructor. syntax: Func_Interface_name ob = Class_name :: new; Ex: IDisplay ob1 = SubClass :: new;

2.Reference to Instance Method:





```
Ex:

ProjectName: App_MethodReferences

packages,

p1: IDisplay.java

package p1;

public interface IDisplay {

   public abstract void dis(int k);
}

p1: SubClass.java

package p1;
```

```
public class SubClass {
   public SubClass(int x) {
       System.out.println("====Constructor-body=====");
       System.out.println("The value x:"+x);
   public void m1(int y) {
       System.out.println("====Instance method-
body====");
       System.out.println("The value y:"+y);
   public static void m2(int z) {
       System.out.println("====Static method
body====");
       System.out.println("The value z:"+z);
   }
}
p2: DemoMethodReferences.java(MainClass)
package p2;
import p1.*;
public class DemoMethodReferences {
    public static void main(String[] args) {
      IDisplay ob1 = SubClass :: new;//Reference to
Constructor
      ob1.dis(101);
      SubClass sb = new SubClass(100);//Con call
      IDisplay ob2 = sb :: m1;//Reference to Instance
method
      ob2.dis(102);
      IDisplay ob3 = SubClass :: m2;//Reference to
Static method
      ob3.dis(103);
}
o/p:
====Constructor-body====
```

| The value x:101 |
|---|
| ====Constructor-body==== |
| The value x:100 |
| ====Instance method-body==== |
| The value y:102 |
| ====Static method-body==== |
| The value z:103 |
| |
| *imp |
| InnerClasses in Interfaces: |
| =>we can also declare InnerClasses in Interfaces and which are |
| automatically static member InnerClasses. |
| *imp |
| InnerClasses in AbstractCasses: |
| =>we can also declare InnerClasses in AbstractClasses and which canbe |
| Static member InnerClasses or NonStatic member InnerClasses. |
| Ex: |
| ProjectName : App_InnerClass4 |
| packages, |
| p1 : ITest.java |

```
package p1;
public interface ITest {
   public static class SubClass2{
       public void m2(int a) {
            System.out.println("****m2(a)****");
            System.out.println("The value a:"+a);
   }//Static member InnerClass
}//OuterInterface
p1 : AClass.java
package p1;
public abstract class AClass {
   public class SubClass3{
       public void m3(int b) {
            System.out.println("****m3(b) ****");
            System.out.println("The value b:"+b);
   }//Instance member InnerClass
   public static class SubClass4{
       public void m4(int c) {
            System.out.println("****m4(c) ****");
            System.out.println("The value c:"+c);
   }//Static member InnerClass
1//OuterAbstractClass
p2: DemoInnerClass4.java(MainClass)
package p2;
import p1.*;
public class DemoInnerClass4 {
    public static void main(String[] args) {
       System.out.println("----InnerClass in
Interface----");
       ITest.SubClass2 ob2 = new ITest.SubClass2();
       ob2.m2(12);
```

```
System.out.println("---InnerClass in
AbstractClass---");
        AClass ob = new AClass()
           //Anonymous Class body with Zero methods
        };
        AClass.SubClass3 ob3 = ob.new SubClass3();
        ob3.m3(13);
        AClass.SubClass4 ob4 = new AClass.SubClass4();
        ob4.m4(14);
     }
}
o/p:
-----InnerClass in Interface-----
****m2(a)****
The value a:12
----InnerClass in AbstractClass-
****m3(b)****
The value b:13
The value c:14
```