5.1 Defining Packages

Reusability can be achieved through inheritance and interfaces by extending the classes and implementing the interface. But this is limited to reusing classes within a program.

Packages are used for grouping a variety of classes and interfaces together. This grouping is done according to functionality. Packages are act as "containers" for classes that are used to keep the class name space compartmentalized. Packages are stored in hierarchical manner and explicitly imported into new class definitions.

5.1.1 Advantages

1. Reusability: The classes contained in packages of other programs can be reused.
2. In packages, classes can be unique. That is, two classes in two different packages can have the same name. They may be referred by their fully qualified name, comprising of the package name and the class name.
3. Packages provide a convenient way to hide classes, thus preventing other programs or packages from accessing classes that means for internal use only.