- Abstract class is a facility to collect generic or common features into a single super class.
- One or more methods are declared but not defined.
- Helps to create base classes that are generic and the implementation is not available.

```
public abstract class Shape {
    public abstract void draw();
public class Circle extends Shape {
    public void draw() {
         //Code to draw Circle
```

- Any class that has even one method as abstract, should be declared as abstract.
- Abstract classes cannot be instantiated.
- abstract modifier is not applicable for variables, constructors and static methods.

- Any subclass of an abstract class must implement all the abstract methods; otherwise should be declared as abstract.
- An abstract class may contain concrete methods also.

```
public abstract class Shape {
    public abstract void draw();
    public void erase() {
         //Code to erase the shape
public class Circle extends Shape {
    public void draw() {
         //Code to draw the Circle
```

- A keyword in Java.
- Can be used to declare variables that are immutable.

• E.g.

```
final float PI = 3.14f;
PI = 4.0f;//ERROR
```

• Final variables must be initialized.

- If a final variable is a reference to an object, it is the reference that must stay the same and not the object.
- E.g.

```
final City c1 = new City("Pune");
c1.setName("Mumbai"); //OK
c1 = new City("Mumbai"); //ERROR
```

- final can also be applied for methods to prevent method overriding.
- private methods of a class are implicitly final.

- A class can also be declared as final to prevent inheritance.
- If so, all the methods of that class become final.