

Content

- Access modifiers
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Access Modifiers:-

Access Modifiers essentially help define scope in a particular class. Scope is the area in a program in which an object can be accessed.

There are 3 types of access modifiers:-



	default	private	protected	public
Same Class	Yes	Yes	Yes	Yes
Same package subclass	Yes	No	Yes	Yes
Same package non- subclass	Yes	No	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non- subclass	No	No	No	Yes

private

With a private access modifier, the function will not be accessible outside a particular class.

```
class AccessModifiers
{
    private int priv(int a,int b)
    {
        return a+b;
    }
}
```

Given here is a class
AccessModifiers, with a
private function priv. The
task is to return a sum

When this is accessed by another class, it throws a warning that says the method is NOT VISIBLE!



priv(int,int) has private access in AccessModifiers

public

With a public access modifier, the object will be accessible ANYWHERE!

```
class Main
    public static void main(String[] args)
        AccessModifiers p = new AccessModifiers();
        System.out.println(p.pub(1,2));
class AccessModifiers
   public int pub(int a,int b)
        return a+b;
```

Here no error or warning is thrown, because we know for a fact that the public function 'pub' is accessible anywhere! This applies to outside the given package too!

protected

With a protected access modifier, the object will be kinda be accessible?

```
class Main
    public static void main(String[] args)
        AccessModifiers ac = new AccessModifiers();
        System.out.println(ac.prot(1,2));
class AccessModifiers
   protected int prot(int a,int b)
        return a+b;
```

This program will work just fine. The function can be called in any class within the SAME PACKAGE!

This will not work for a different package

Exercise 1:-

Create a package 'protpack' and create a protected object/function.

Import this package from a different program, and try to call/use this function/object

ETA: 3-5 minutes

Type Charing





WIDENING.

NARROWING TYPE CASTING

converting a larger type to a smaller size type

Narrowing Casting (manually) - converting a larger type to a smaller size type double -> float -> long -> int -> char -> short -> byte

```
public static void narrowingCasting()
{
    double pi = 3.14;
    int a = (int) pi;

    System.out.println(pi);
    System.out.println(a);
}
3.14
```

WIDENING TYPE CASTING

converting a smaller type to a larger size type

```
Widening Casting (automatically) - converting a smaller type to a larger type size byte -> short -> char -> int -> long -> float -> double
```

```
public static void wideningCast()
{
    byte first = 2;
    int second = first;

    System.out.println(second);
}
```

BOOLEAN EXPRESSION

Operator	Description
==	Returns true if the expression on the left evaluates to the same value as the expression on the right.
!=	Returns true if the expression on the left does not evaluate to the same value as the expression on the right.
<	Returns true if the expression on the left evaluates to a value that is less than the value of the expression on the right.
<=	Returns true if the expression on the left evaluates to a value that is less than or equal to the expression on the right.
>	Returns true if the expression on the left evaluates to a value that is greater than the value of the expression on the right.
>=	Returns true if the expression on the left evaluates to a value that is greater than or equal to the expression on the right.