

Day 7

Constructor Overloading

Constructors can be repeated more times by arguments should be added in duplicate.

Eg: student() {

 this.roll = 13;

 this.name = "Daisy";

}

student(int roll, String name) {

 this.roll = roll;

 this.name = name;

}

→ We can change the value or assign some other value.

Memory allocation of 'new' keyword:

Eg: Student one = new Student();

Student two = ~~one~~;

one.name = "He all!";

System.out.print(two.name);

If we change one value then it will give changes in two also

Wrapper Class

Primitive Datatypes

Can be written as Wrapper Class

Convert primitive datatypes into object.
Collections only allowed obj data

Eg:

Primitive Datatypes	int	Integer
	float	Float
	boolean	Boolean
	char	Character
	long	Long
	short	Short
	double	Double
	byte	Byte

Wrapper Class

Eg:

```
public class Practice {  
    public static void main  
        (String[] args) {
```

primitive

data to

obj
data

```
    int i = 10;
```

```
    Integer data = new Integer(1);
```

```
    int j;
```

```
    j = data.intValue();
```

```
    System.out.println(j);
```

```
}
```

```
}
```

o/p:

10

Final keyword

→ Variable

→ Method

→ Class

Final variable: Add final keyword in front of variable

Eg: final float pi = 3.14f;

Constant value, If we
change get compilation error

Blank final variable:

→ Variable does not initialize over time called

blank final variable.

Eg: class Demo {

final float pi;

Demo(float p) {

pi = p;

}

//code

}

Eg:

```
public class Wrapper Eg {
```

```
    public static void main  
        (String[] args) {
```

```
        int a = 10, b = 20;
```

```
        Integer num = 15;
```

```
        swap(a, b);
```

```
        System.out.println(a + " " + b);
```

```
    }
```

```
    static void swap(Integer a,  
                      Integer b) {
```

```
        int temp = a;
```

```
        a = b;
```

```
        b = temp;
```

```
    }
```

```
}
```

o/p: 10
20

Swap cannot
happen

Final Method:

(cannot override a final method)

```
syn final void display() {  
    }  
}
```

Eg:

```
class SeniorProgrammer {  
    private int salary;  
    int experience;
```

```
    final void calcSalary() {  
        salary = 5000 + (2000 * experience);  
    }
```

```
    class Programmer extends SeniorProgrammer {
```

```
        void calcSalary() { Cannot override  
            // error  
        }
```

```
    }  
}  
Programmer p1 = new Programmer();  
p1.calcSalary();
```

Can call obj method
but cannot override

Final Class:

Cannot extended.

```
final class Confidential {  
    // code  
}
```

```
class A extends Confidential {  
    :  
}
```

Cannot Happen
Compilation Error

NOTE:

- * Final class cannot be ~~extended~~
- * Final Method cannot be ~~override~~

- * Cannot change value of final variable
- * Cannot declare a constructor as final

Vowel Count Program

```
public class VowelCount {  
    private String str;  
    public VowelCount(String str) {  
        this.str = str;  
    }  
    public int countvowels() {  
        int count = 0;  
        for (char c : str.toCharArray()) {  
            if (c == 'a' || c == 'e' || c == 'i' || c == 'o' || c == 'u') {  
                count++;  
            }  
        }  
        return count;  
    }  
    public static void main (String [] args) {  
        VowelCount counter = new VowelCount ("Paige");  
        int vowel = counter.countvowels();  
        System.out.println ("Number of Vowels = " + vowel);  
    }  
}
```

Op:

Number of Vowels: 2

In this, we count vowel char & represent it as a int value.