7th July 2025 (Monday)

The class today deepened our understanding of polymorphism, abstraction, and interfaces. The first hour was spent revising method overloading and overriding, with examples showing how different methods with the same name can perform distinct actions based on parameters. The mentor's explanation about compile-time and runtime polymorphism made these concepts clear. In the second hour, we worked with abstract classes and interfaces, coding multiple examples where interfaces were implemented to define consistent method structures. The mentor connected these ideas to Android, explaining how UI event listeners are implemented using interfaces. I also practiced designing a small structure for a "UserProfile" interface, imagining its use in my future chat app project. The two-hour session concluded with error debugging and conceptual review.