



Core Java

Trainer: Nilesh Ghule



Interfaces

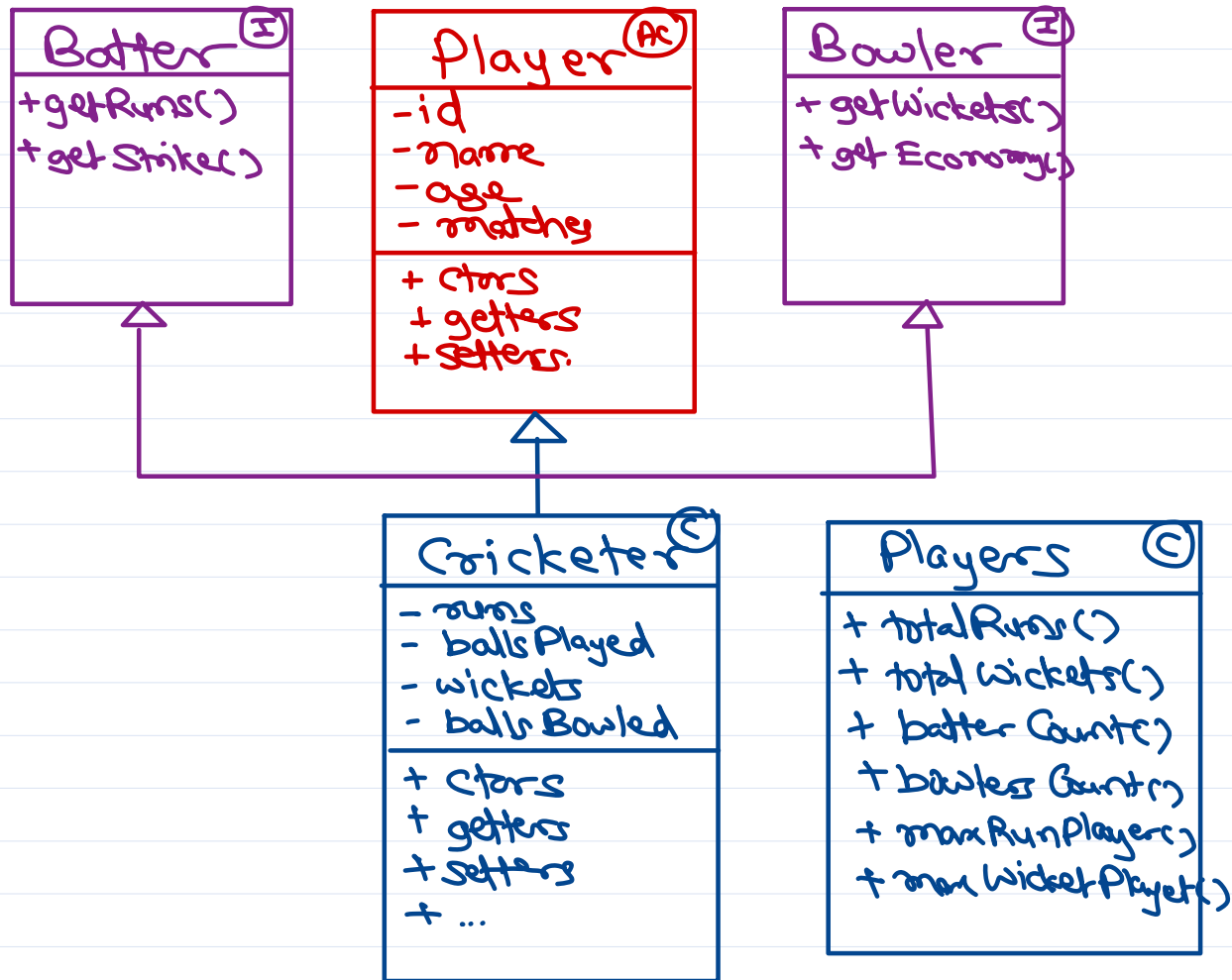
```
class Geometry {  
    =  
    =  
    Shape shape;  
    =  
    setters..  
    :  
}
```

Interfaces enables loose coupling.

```
Geometry g = new Geometry();  
g.setShape(new Rectangle());  
           Triangle()  
           Square();
```



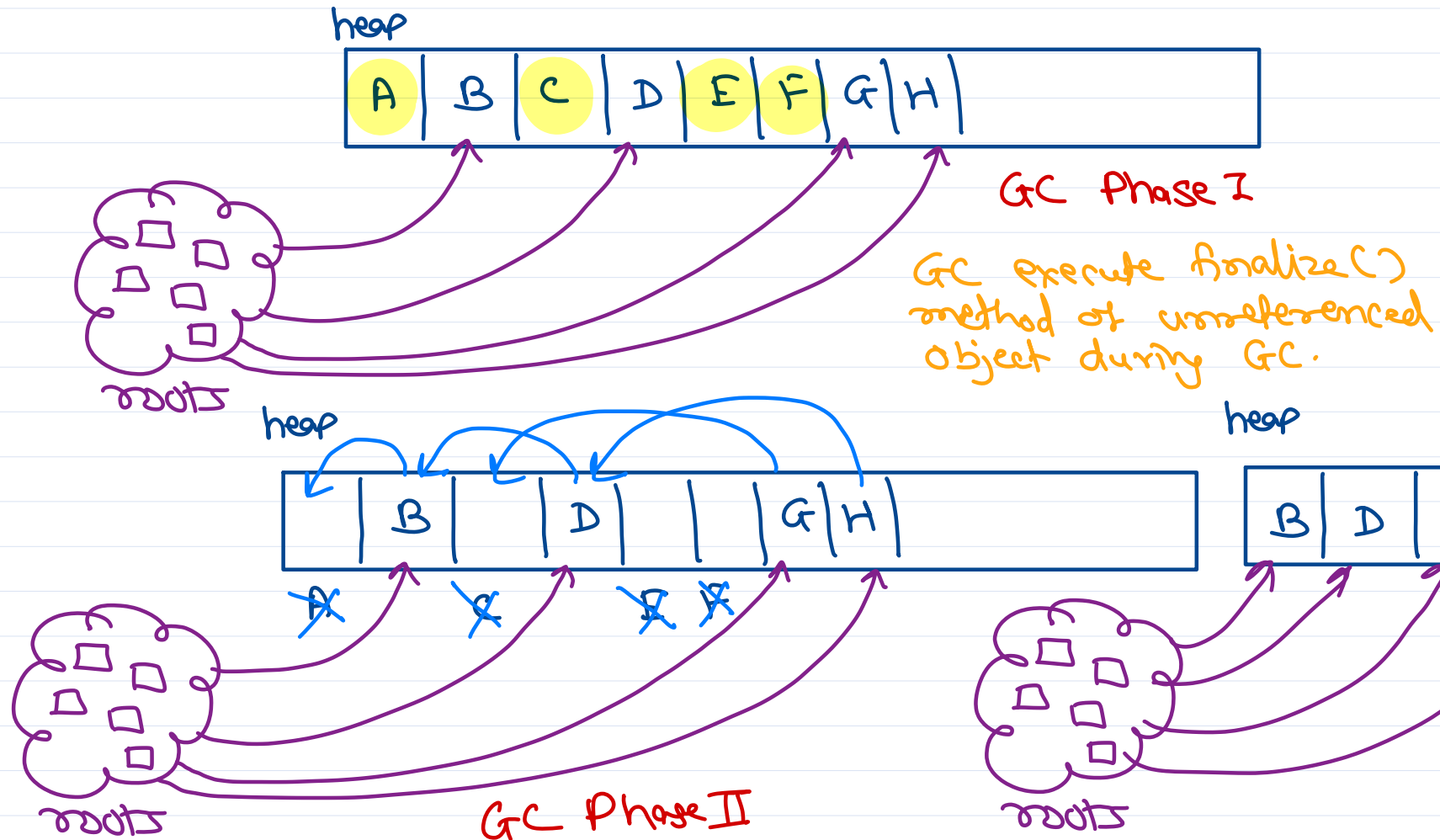
Assign 7 Q 2



Garbage collection

GC follows **Mark & Sweep** algorithm.

```
class MyResource {  
    FileOutputStream fos;  
    MyResource() {  
        fos = new FOS("-");  
    }  
    ...  
    @Override  
    void finalize() {  
        fos.close();  
    }  
}
```



After GC.



Resource management

```
class MyResource  
    implements AutoCloseable {
```

```
    FileOutputStream fos;  
    MyResource() {  
        fos = new FOS("-");
```

```
    }  
    ...  
    @Override  
    void close() {  
        fos.close();
```

```
    }  
}
```

main() - way 1

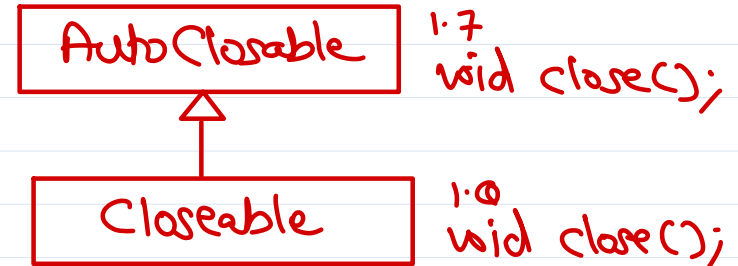
```
MyResource mr = new MyResource();
```

```
...  
mr.close();
```

main() - way 2

```
try (MyResource mr = new MyResource())  
{  
    ...
```

```
}  
// mr.close() will be auto called.
```





Thank you!

Nilesh Ghule <nilesh@sunbeaminfo.com>

