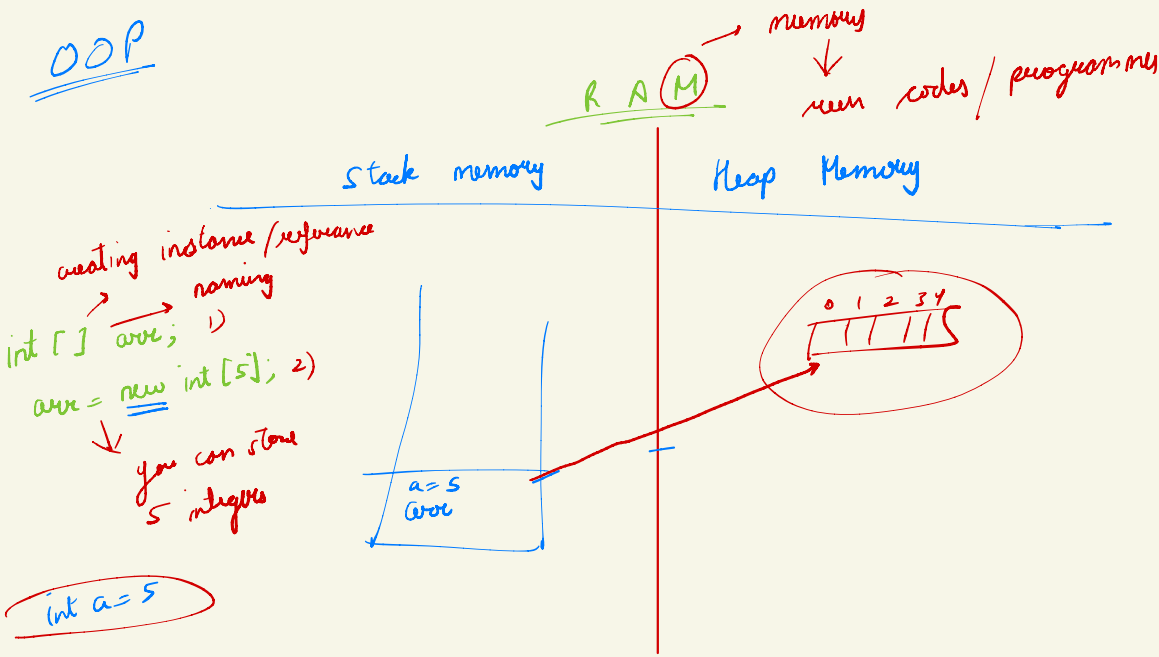
OOP



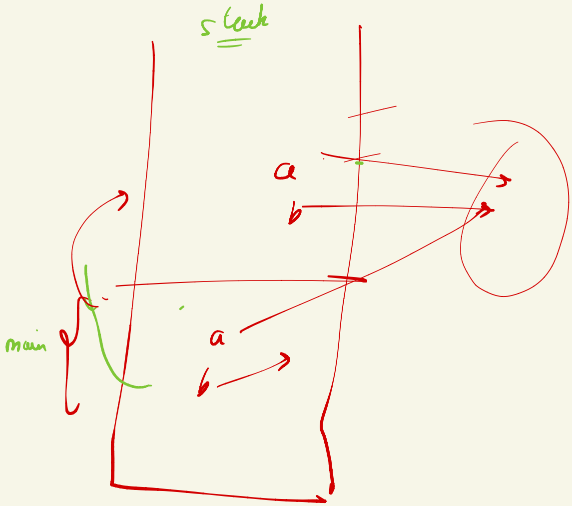

```
public void swap (int a, int b) {
    int temp = a;
    a = b;
    b = temp;
}

int a = 2;
int b = 5;

swap (a, b);
```

→ a = 2; ① a = 5 ②

→ b = 5; b = 2

```java
class HelloWorld {
    public static void swap(int a, int b){
        int temp=a;
        a=b;
        b=temp;
    }

    public static void main(String[] args) {
        int a=2;
        int b=5;

        System.out.println("value of a before swapping "+a);
        System.out.println("value of b before swapping "+b);

        swap(a,b);

        System.out.println("value of a before swapping "+a);
        System.out.println("value of b before swapping "+b);
    }
}
```

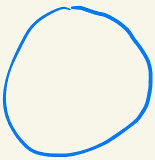
space is created in stack for a function



a = 2
b = 5

a = 2
b = 5

Object Oriented Programming

class  → blueprint

lakhs

Thousands

Blueprint

color?

sunroof

objects → cars

DRY

don't repeat yourself

Students name
- roll
- class
- group

Teacher
- subject
- class

```
class student {
    string name;
    string class;
    int roll_number;
}
```

```
class Car {
    int model_number;
    string color;
    int mileage;
}
```

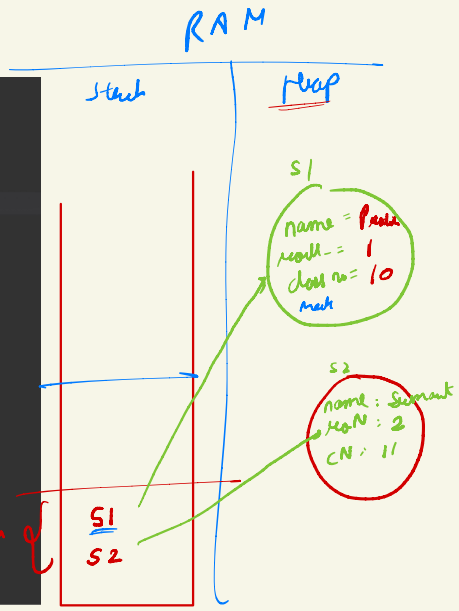
1) Student samrat;

2) samrat = new student();

Class → attributes / properties

methods / functions

```java
public class Main
{
    // blueprint for student
    class Student {
        String name;
        int roll_number;
        int class_number;
    }

    public static void main(String[] args) {
        Student s1 = new Student();

        s1.name = "Pratik";
        s1.roll_number = 1;
        s1.class_number = 10;

        Student s2= new Student();

        s2.name="Sumant";
        s2.roll_number=2;
        s2.class_number=11;
    }
}
```



Access Specifiers

1) public → anyone can access, even outside the class

2) protected → only sub-classes can access.

3) private → you can access private members inside the class

4) default → can be accessed within the same package

Constructors

↓

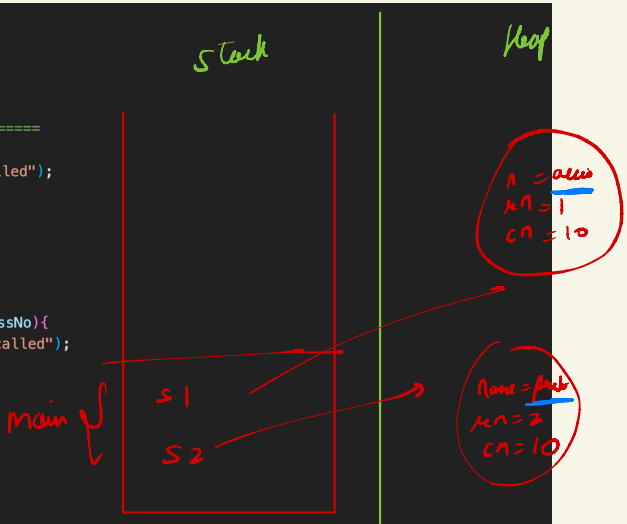
function inside your class with same name as your class and no return type

Types

1) default → constructor with no parameter

2) parametrized constructor
   ↳ constructors with parameters.

```java
class Student {
    String name;
    int roll_number;
    int class_number;

    // default constructor ========================
1)  public Student(){
        System.out.println(x: "Constructor is called");
        name="Accio";
        roll_number=1;
        class_number=10;
    }

    // parametrized constructor
2)  public Student(String a, int rollNo, int classNo){
        System.out.println(x: "constructor 2 is called");
        name=a;
        roll_number=rollNo;
        class_number=classNo;
    }
}


public class OOP {
    Run | Debug
    public static void main(String[] args) {
        Student s1 = new Student(); // it will call the construtcor automatically,  it will create heap memory
        Student s2= new Student(a: "pratik",rollNo: 2,classNo: 10);

        System.out.println(s1.name);
        System.out.println(s2.name);
    }
}
```



this
↳ it is used to access properties/attributes of current class.

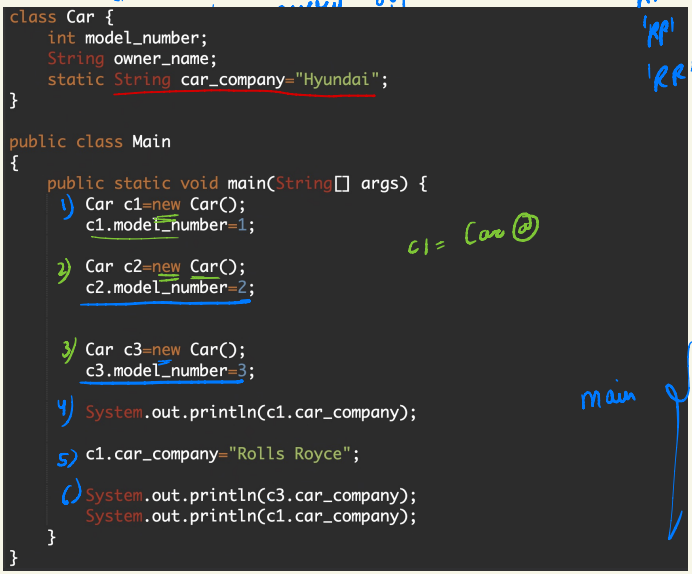
---

static keyword

public static void main

public static int fun

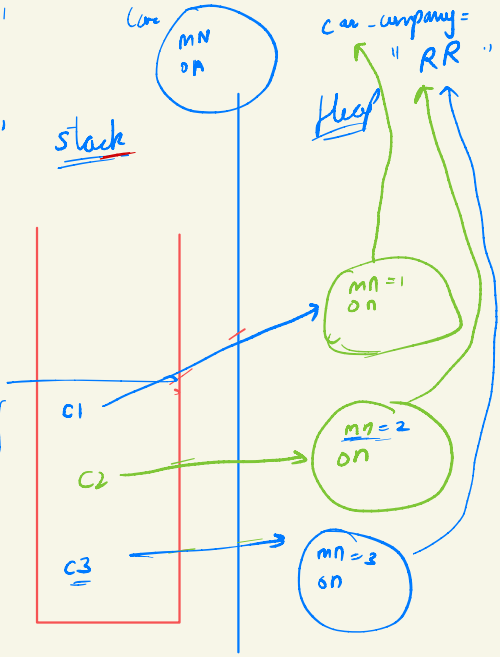
class Student {
String name;
int roll_no;
int module_no;
static String organisation = "accio";
}



```
class Car {
    int model_number;
    String owner_name;
    static String car_company="Hyundai";
}

public class Main
{
    public static void main(String[] args) {
     1) Car c1=new Car();
        c1.model_number=1;

     2) Car c2=new Car();
        c2.model_number=2;


     3) Car c3=new Car();
        c3.model_number=3;

     4) System.out.println(c1.car_company);

     5) c1.car_company="Rolls Royce";

     6) System.out.println(c3.car_company);
        System.out.println(c1.car_company);
    }
}
```

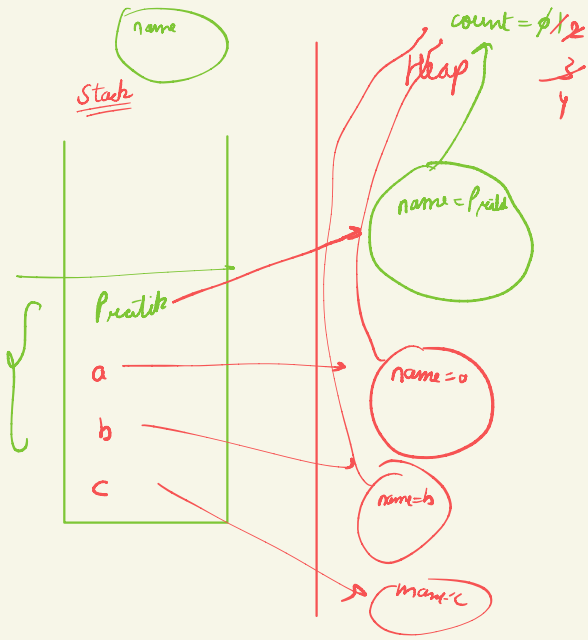
"Hyundai" 'RR' 'RR' 'RR'

c1 = Car@



Ques Create a student class. Create some student objects and keep a count to store number of student object.

```java
class Student {
    String name;
    static int count=0;

    public Student(String n){
        name=n;
        count=count+1;
    }
}

public class Main
{
    public static void main(String[] args) {
     1) Student Pratik=new Student("Pratik");
        System.out.println(Pratik.count);

     2) Student a=new Student("a");
        System.out.println(Pratik.count);

     3) Student b=new Student("b");
        System.out.println(Pratik.count);

     4) Student c=new Student("c");
        System.out.println(c.count);
    }
}
```



public static void main

1) static functions belong to classes
2) static functions can only change static variables.
3) We can call static functions without creating object.

Main.main();

class Main {

public static void main( ) {

}

}

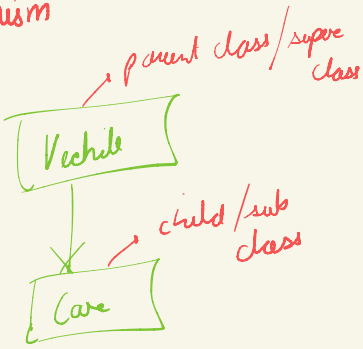
Pillars of OOPs

1) Inheritance
2) Encapsulation
3) Abstraction
4) Polymorphism

=> Inheritance

Reusability

```
class Vechile {
    int no_of_wheels;
    String color;
}

Class Car extends Vechile {
}
```



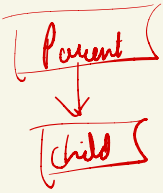
Bike

Truck

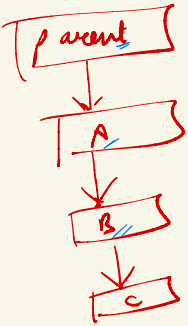
1) Parent class constructor is called first, after that child class constructor is called.

Types of Inheritance

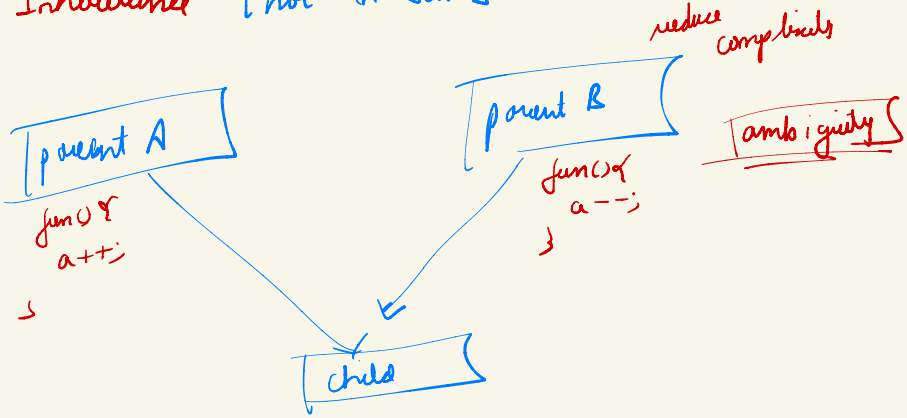
1) Single Inheritance



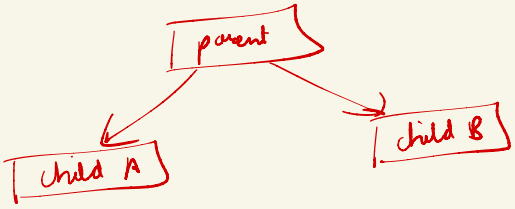
2) Multi level Inheritance



3) Multiple Inheritance [not in Java]



4) Hierarchical Inheritance



5) Hybrid Inheritance [sum of Hierarchical and multiple]

not supported in Java