**ASSIGNMENT**

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1. **Differences between primitive and reference data types:**

**Primitive Data Types**: These are basic data types predefined by the language and are directly supported by the programming language. Examples include int, float, boolean, etc. They store simple values and are allocated memory on the stack.

**Reference Data Types**: These types do not store the actual data directly; instead, they store references (addresses) to the objects or instances in memory. Examples include arrays, classes, interfaces, etc. They are allocated memory on the heap and can be assigned null when not pointing to any object.

1. **Scope of a variable:**

**Local Variable**: Variables declared within a method, constructor, or block are local variables. They are visible only within the method, constructor, or block they are declared in.

**Global Variable (Instance Variable):** Variables declared within a class but outside any method, constructor, or block are instance variables (or global variables). They are associated with the instance of the class and are accessible to all methods, constructors, and blocks in the class.

1. **Why initialization of variables is required:**

Initialization of variables is necessary to assign an initial value to a variable before it is used. In most programming languages, using a variable before it has been assigned a value can lead to unpredictable behavior or errors (such as "uninitialized variable" errors). Initializing variables ensures they start with a known value, preventing such issues.

1. **Differences between static, instance, and local variables:**

**Static Variables**: Also known as class variables, these are declared with the static keyword and exist independently of any instance of a class. They are shared among all instances of the class and are initialized only once.

**Instance Variables**: These are non-static variables declared within a class but outside any method, constructor, or block. Each instance of the class has its own copy of instance variables.

**Local Variables**: These variables are declared within a method, constructor, or block. They exist only within the scope of the method, constructor, or block, and are destroyed once the execution of that method, constructor, or block is complete.

1. **Differences between widening and narrowing casting in Java:**

**Widening Casting**: This occurs when you convert a smaller data type into a larger one, where there is no loss of data. It is performed automatically by the Java compiler. For example, converting an int to a float.

**Narrowing Casting**: This happens when you convert a larger data type into a smaller one, which could result in loss of data or precision. Narrowing casting requires explicit typecasting and may lead to data loss if the value is outside the range of the smaller data type. For example, converting a double to an int.

1. **Completing the table with missing values:**

|  |  |  |  |
| --- | --- | --- | --- |
| **TYPE** | **SIZE(IN BYTES)** | **DEFAULT** | **RANNGE** |
| Boolean | 1 bit | false | True, false |
| Char | 2 | '\u0000' | '\u0000' to '\uffff' |
| Byte | 1 | 0 | -128 to 127 |
| Short | 2 | 0 | -32,768 to 32,767 |
| Int | 4 | 0 | -2,147,483,648 to 2,147,483,647 |
| Long | 8 | 0L | -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 |
| float | 4 | 0.0f | 3.4028235E+38 to 1.4E-45 |
| Double | 8 | 0.0 | 1.7976931348623157E+308 to 4.9E-324 |

1. **Define class as used in OOP:**

In Object-Oriented Programming (OOP), a class is a blueprint or template for creating objects (instances) of that class type. It defines a set of attributes (data members) and methods (functions) that describe the behavior and state of objects that are instantiated from it. A class serves as a blueprint because it specifies the initial state (attributes) and behavior (methods) that all objects created from it will exhibit.

1. **In Java programming, classes are fundamental and serve several important purposes:**

**Blueprint for Objects:** Classes act as blueprints or templates from which objects are created. They define the properties (fields or variables) and behaviors (methods or functions) that objects of that class will have. This encapsulation allows for clear and structured organization of data and functionality.

**Encapsulation**: Classes facilitate encapsulation, which means bundling data (variables) and methods (functions) that operate on the data within a single unit. This helps in hiding the internal state and implementation details of an object from the outside world, and allows controlled access to the object's internals through defined interfaces (public methods).

**Code Reusability**: Classes promote code reusability through inheritance and composition. Inheritance allows a class to inherit properties and methods from another class (superclass), promoting hierarchical classification and code reuse. Composition involves creating objects of other classes within a class, allowing for flexible and modular designs.

**Modularity:** Classes promote modularity by breaking down complex systems into manageable components. Each class can represent a distinct module with a specific responsibility, which makes the codebase easier to understand, maintain, and extend.

**Data Abstraction:** Classes support data abstraction by defining interfaces (public methods) that expose only necessary information and hide unnecessary details. This simplifies the usage of objects by external code and reduces complexity.

**Polymorphism:** Classes enable polymorphism, which allows objects of different classes to be treated as objects of a common superclass through method overriding and dynamic method binding. This promotes flexibility and extensibility in code, allowing for more generic and adaptable programming solutions.

**Namespace Management:** Classes provide a way to manage namespaces in Java, which helps in avoiding naming conflicts. Each class resides in its own namespace, preventing name clashes between classes and other identifiers.