

7.Demonstrate types of Inheritance?

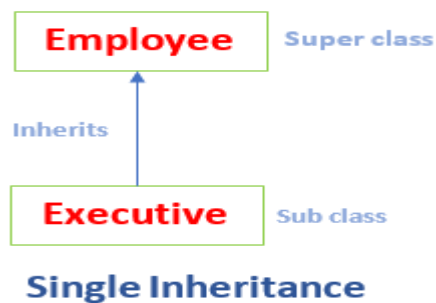
A. Inheritance is the most powerful feature of object oriented programming. It allows us to inherit the properties of one class into another class.

There are 4 types of Inheritances. They are:

- Single Inheritance
- Multi-level Inheritance
- Hierarchical Inheritance
- Hybrid Inheritance

i. Single Inheritance:

In single inheritance, a sub-class is derived from only one super class. It inherits the properties and behaviour of a single-parent class. Sometimes it is also known as simple inheritance.

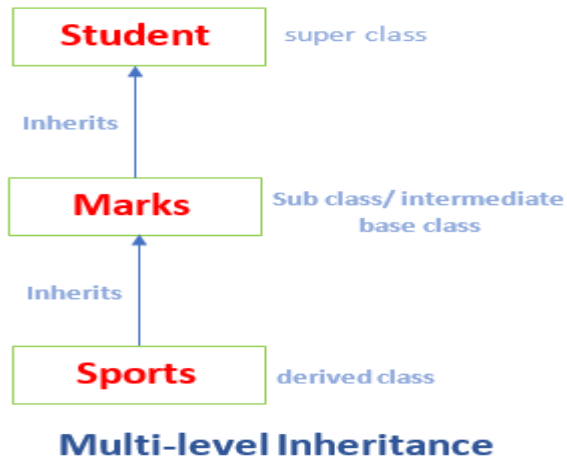


```
class Employee
{
    float salary=34534*12;
}
public class Executive extends Employee
{
    float bonus=3000*6;
    public static void main(String args[])
    {
        Executive obj=new Executive();
        System.out.println("Total salary credited: "+obj.salary);
        System.out.println("Bonus of six months: "+obj.bonus);
    }
}
```

```
Output: Total salary credited: 414408.0
        Bonus of six months: 18000.0
```

ii. Multi-level Inheritance:

In multi-level inheritance a class is derived from a class which is also derived from another class or in a simple words, a class which is having more than one parent class is called as multi-level inheritance.



```
//super class
class Student
{
    int reg_no;
    void getNo(int no)
    {
        reg_no=no;
    }
    void putNo()
    {
        System.out.println("registration number= "+reg_no);
    }
}

//intermediate sub class
class Marks extends Student
{
    float marks;
    void getMarks(float m)
    {
        marks=m;
    }
    void putMarks()
```

```

{
    System.out.println("marks= "+marks);
}
}
//derived class
class Sports extends Marks
{
    float score;
    void getScore(float scr)
    {
        score=scr;
    }
    void putScore()
    {
        System.out.println("score= "+score);
    }
}
public class MultilevelInheritanceExample
{
    public static void main(String args[])
    {
        Sports ob=new Sports();
        ob.getNo(0987);
        ob.putNo();
        ob.getMarks(78);
        ob.putMarks();
        ob.getScore(68.7);
        ob.putScore();
    }
}

```

Output:

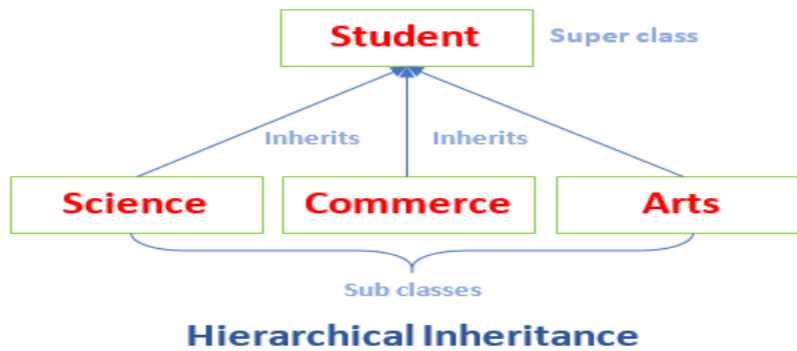
```

registration number= 0987
marks= 78.0
score= 68.7

```

iii. Hierarchical Inheritance:

If a number of classes derived from a single base class, it is known as hierarchical inheritance.



```
//parent class
class Student
{
    public void methodStudent()
    {
        System.out.println("The method of the class Student invoked.");
    }
}

class Science extends Student
{
    public void methodScience()
    {
        System.out.println("The method of the class Science invoked.");
    }
}

class Commerce extends Student
{
    public void methodCommerce()
    {
        System.out.println("The method of the class Commerce invoked.");
    }
}

class Arts extends Student
{
    public void methodArts()
    {
        System.out.println("The method of the class Arts invoked.");
    }
}
```

```

}
}
public class HierarchicalInheritanceExample
{
public static void main(String args[])
{
    Science sci = new Science();
    Commerce comm = new Commerce();
    Arts art = new Arts();
    //all the sub classes can access the method of super class
    sci.methodStudent();
    comm.methodStudent();
    art.methodStudent();
}
}

```

Output:

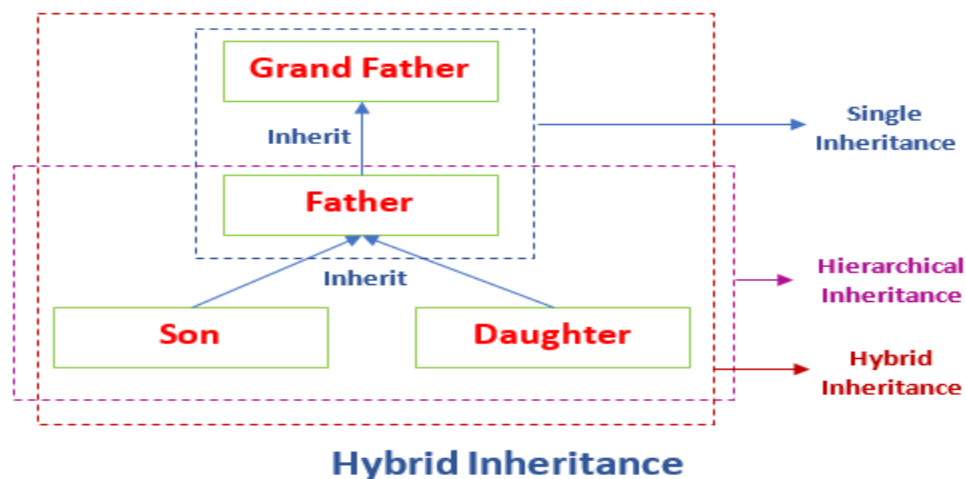
```

The method of the class Student invoked.
The method of the class Student invoked.
The method of the class Student invoked.

```

iv. Hybrid Inheritance:

It is a combination of two or more types of inheritance.



```

//parent class
class GrandFather
{
public void show()

```

```

{
    System.out.println("I am grandfather.");
}
}

//inherits GrandFather properties
class Father extends GrandFather
{
    public void show()
    {
        System.out.println("I am father.");
    }
}

//inherits Father properties
class Son extends Father
{
    public void show()
    {
        System.out.println("I am son.");
    }
}

//inherits Father properties
public class Daughter extends Father
{
    public void show()
    {
        System.out.println("I am a daughter.");
    }
    public static void main(String args[])
    {
        Daughter obj = new Daughter();
        obj.show();
    }
}

```

Output:

```
I am daughter.
```

6.Constructor:

- > creates an instance of a class
- > similar to a java method, except :
 - > name is same as the class name
 - > it will not have a return type
- > Whenever we write the keyword new, to create an instance of a class. A default constructor will be invoked and an object of the class is returned.

Types of constructors:

- > default constructor
 - > the role of default constructor is to initialize the object and return it to the calling code
 - > default constructor is always without an argument

- > No argument constructor

- > parameterized constructor

```
package constructorDemo;
public class ConstructorDemo {

    // no argument constructor - syntax

    public ConstructorDemo()
    {
        System.out.println(" this is no argument
constructor");
    }

    // a constructor with argument

    public ConstructorDemo( int a)
    {
        System.out.println(" this is argument
constructor");
        System.out.println(" this value of argument a
: " + a);
    }

    public ConstructorDemo( int a, int b)
    {
        System.out.println(" this is multiple
argument constructor");
    }
}
```

```

        System.out.println(" this value of argument a
: " + a);
        System.out.println(" this value of argument b
: " + b);
    }

    public static void main(String[] args) {

        // to execute a constructor just create an
object

        ConstructorDemo obj    = new
ConstructorDemo();

        ConstructorDemo obj2 = new
ConstructorDemo(23); // value of a is 23

        ConstructorDemo obj3 = new
ConstructorDemo(68,34);

    }

}

```

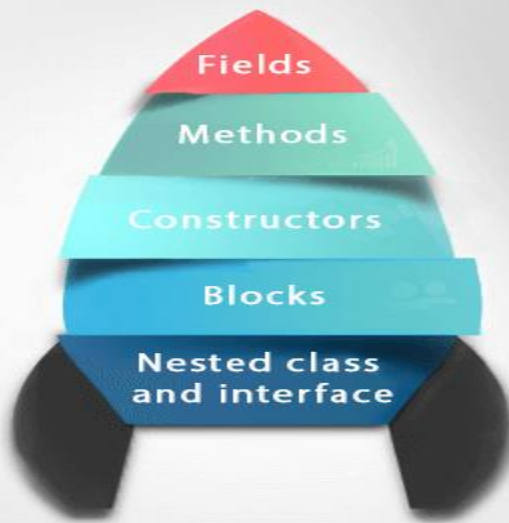
Classes:

A class is a group of objects which have common properties. It is a template or blueprint from which objects are created. It is a logical entity. It can't be physical.

A class in Java can contain:

- **Fields**
- **Methods**
- **Constructors**
- **Blocks**
- **Nested class and interface**

Class in Java



Syntax to declare a class:

```
class < class_name > {  
    field;  
    method;  
}
```

Objects:

An entity that has state and behavior is known as an object e.g., chair, bike, marker, pen, table, car, etc.

(Or)

- An object is *a real-world entity*.

Characteristics of Object

A

State

Represents the data of an object.

Behavior

represents the behavior of an object such as deposit, withdraw, etc.

B

C

Identity

It is used internally by the JVM to identify each object uniquely.

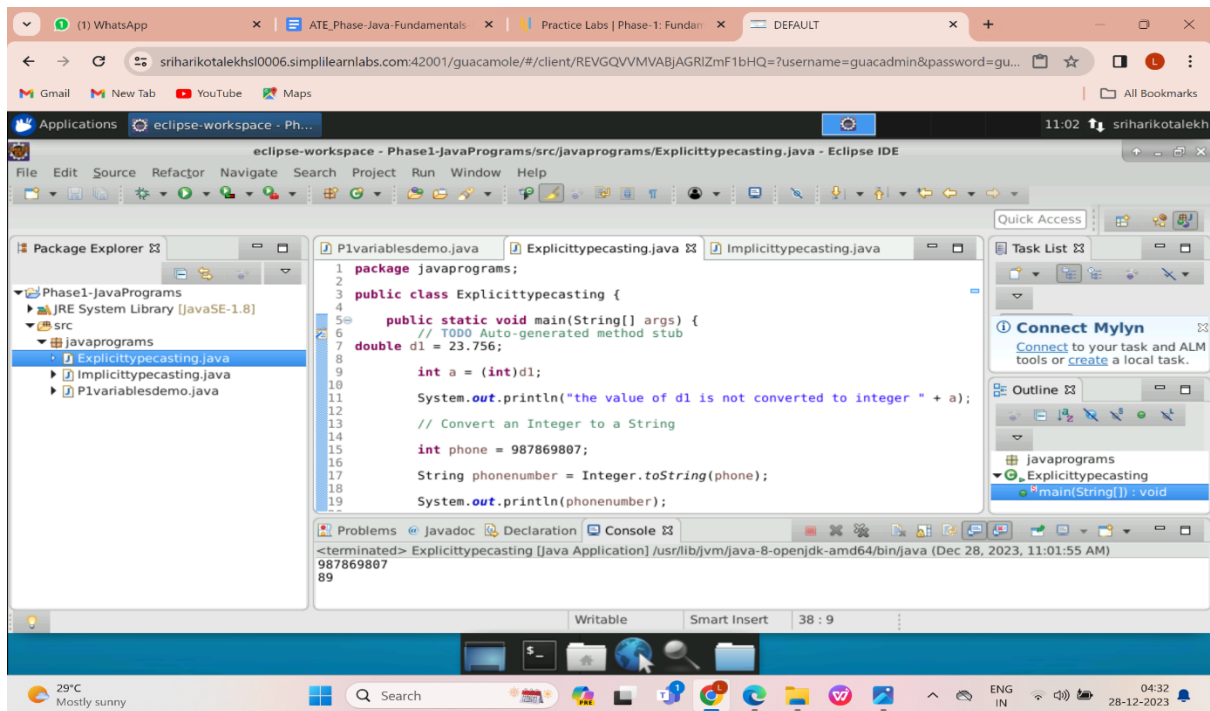
1.Implicit type casting:

The screenshot shows the Eclipse IDE interface. The Package Explorer on the left shows a project named 'Phase1-JavaPrograms' with a source folder 'src' containing 'javaprograms'. The main editor displays the file 'ImplicitTypeCasting.java' with the following code:

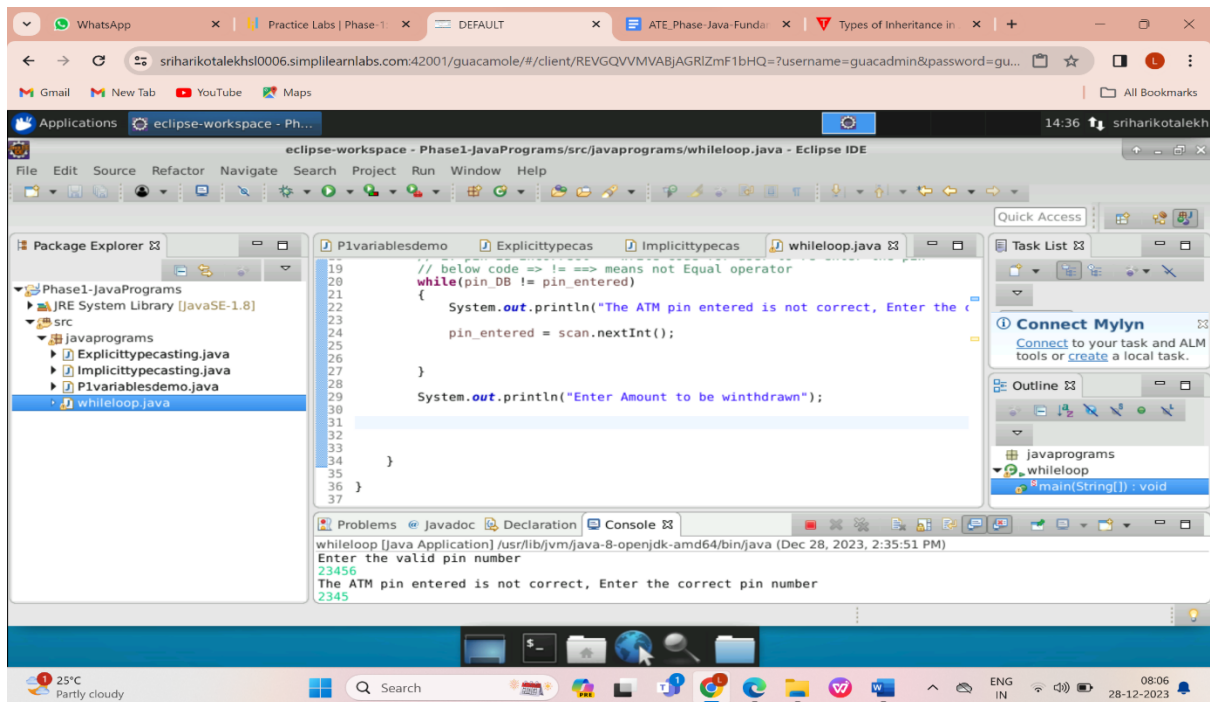
```
1 package javaprograms;
2
3 public class ImplicitTypeCasting {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7         // Type casting : convert data type of 1 variable to another datatype
8
9         int a = 100;
10
11         // using implicit type casting method in java
12         //we can store smaller byte data type into a bigger data type
13
14         double d1 = a; // value of d1 will be a decimal value
15
16         System.out.println("the value is " + d1);
17
18     }
19 }
```

The Console at the bottom shows the output: 'the value is 100.0'. The status bar at the bottom indicates 'Writable', 'Smart Insert', and '18 : 1'.

Explicit type casting:



3.While loop:



4.for loop:

The screenshot shows the Eclipse IDE with a project named 'Phase1-JavaPrograms'. The Package Explorer on the left shows the project structure, including 'src' and 'javaprograms' packages. The 'forloop.java' file is selected in the Package Explorer. The main editor displays the code for 'forloop.java'.

```
1 package javaprograms;
2
3 public class forloop {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7
8         // syntax of for loop ==> for(int i=0;condition;i++)
9         // run a loop to print value from 1 to 10
10        for(int i = 1 ;i<=10 ;i++) {
11            System.out.println(i);
12        }
13        System.out.println("out of the loop");
14    }
15
16 }
17
18
19
```

The Console at the bottom shows the output of the program:

```
<terminated> forloop [Java Application] /usr/lib/jvm/java-8-openjdk-amd64/bin/java (Dec 28, 2023, 2:39:58 PM)
10
out of the loop
```

5.do-while loop:

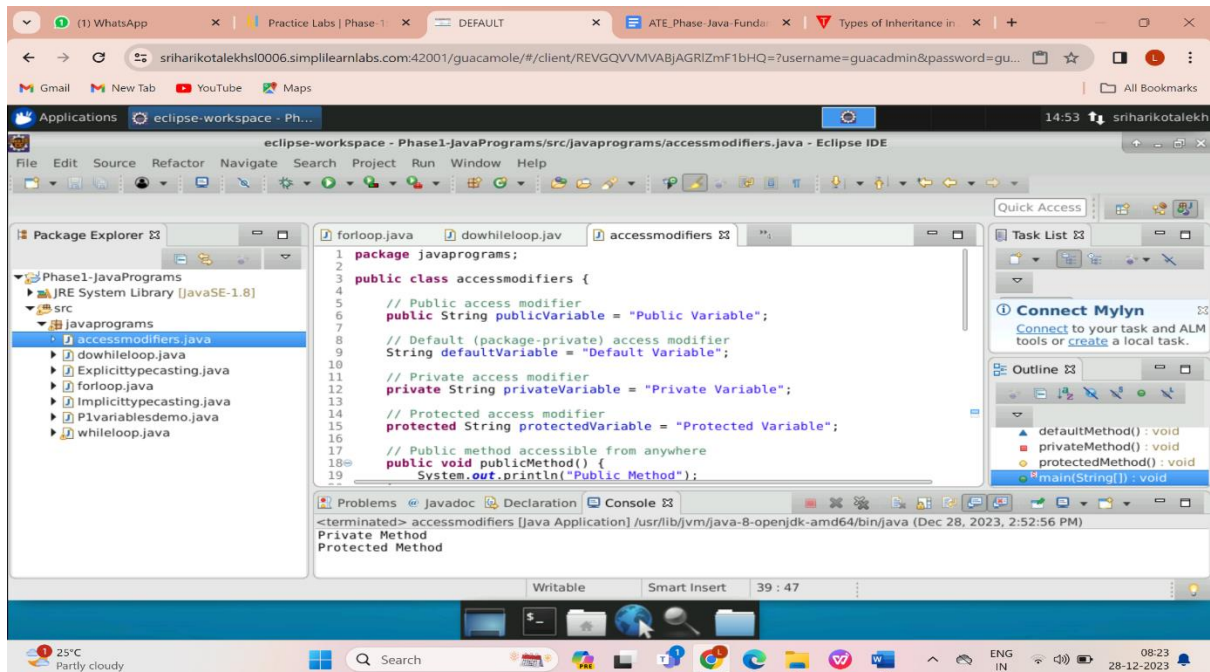
The screenshot shows the Eclipse IDE with a project named 'Phase1-JavaPrograms'. The Package Explorer on the left shows the project structure, including 'src' and 'javaprograms' packages. The 'dowhileloop.java' file is selected in the Package Explorer. The main editor displays the code for 'dowhileloop.java'.

```
1 package javaprograms;
2
3 public class dowhileloop {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7         int i = 1;
8         do {
9
10            // write the code to be looped/repeated ==> loop block
11            System.out.println(" the value of i is : " + i); // print 1
12            i++; // i = 2
13        } while(i<=10); // if condition satisfied go in the loop block again
14        System.out.println("out of the loop , value of i is grater than 10");
15    }
16
17 }
18
19
```

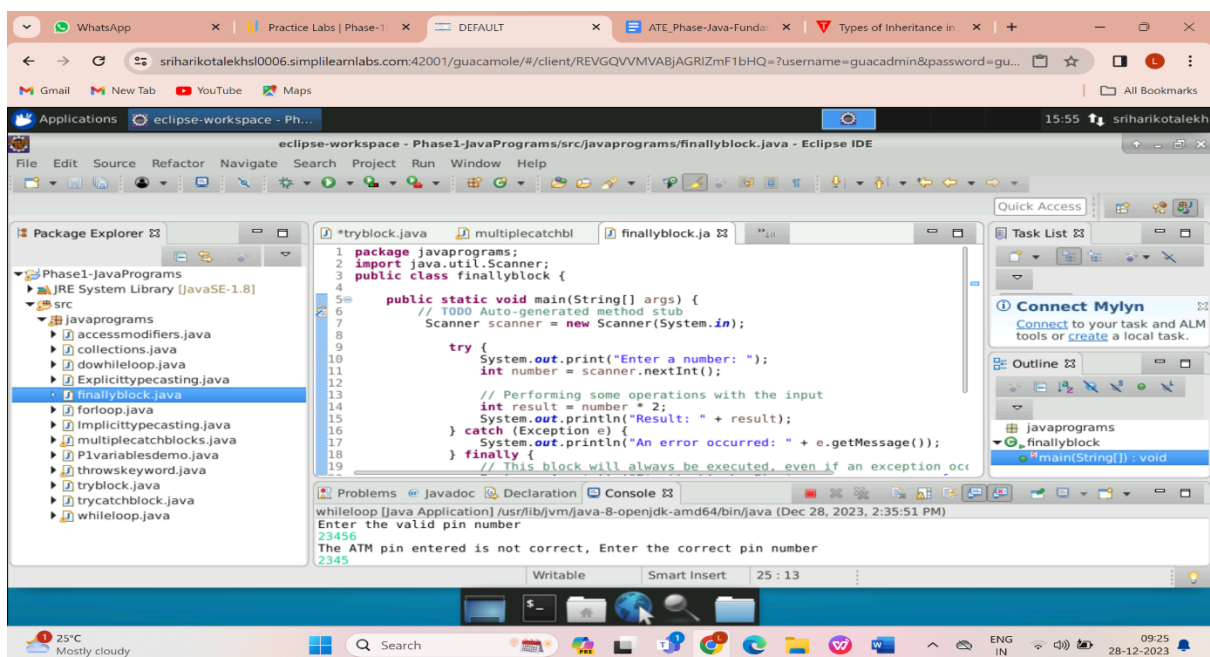
The Console at the bottom shows the output of the program:

```
<terminated> dowhileloop [Java Application] /usr/lib/jvm/java-8-openjdk-amd64/bin/java (Dec 28, 2023, 2:41:54 PM)
the value of i is : 10
out of the loop , value of i is grater than 10
```

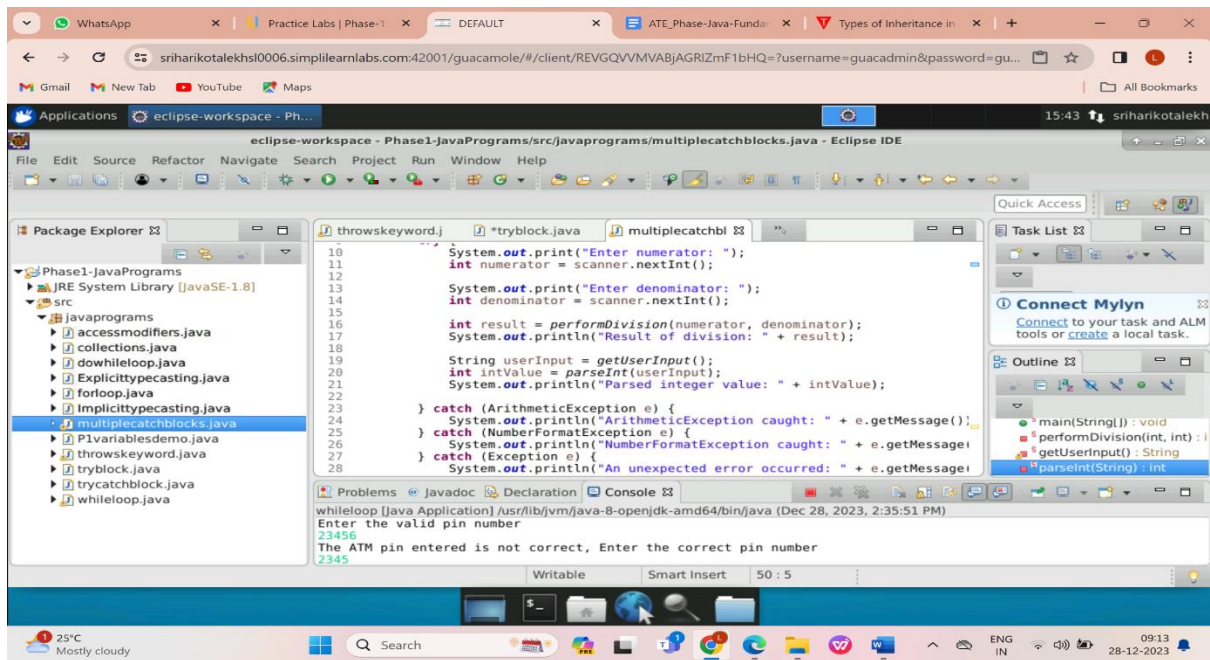
2.Access Modifiers:



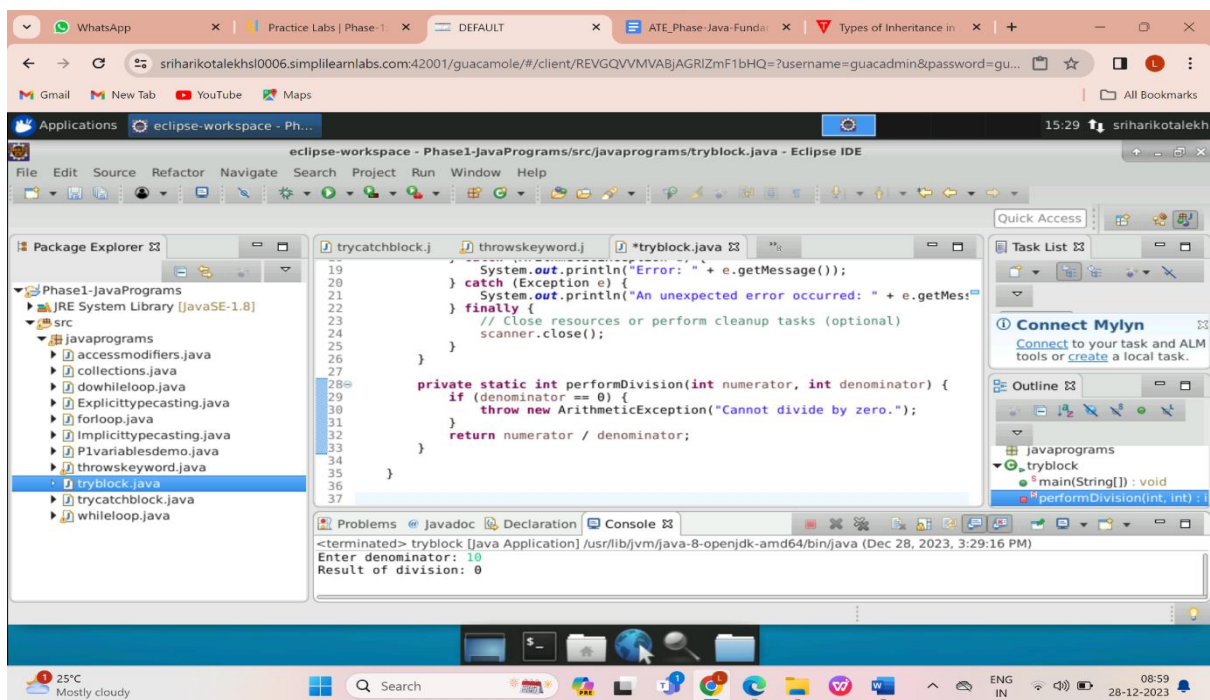
12.finally block:



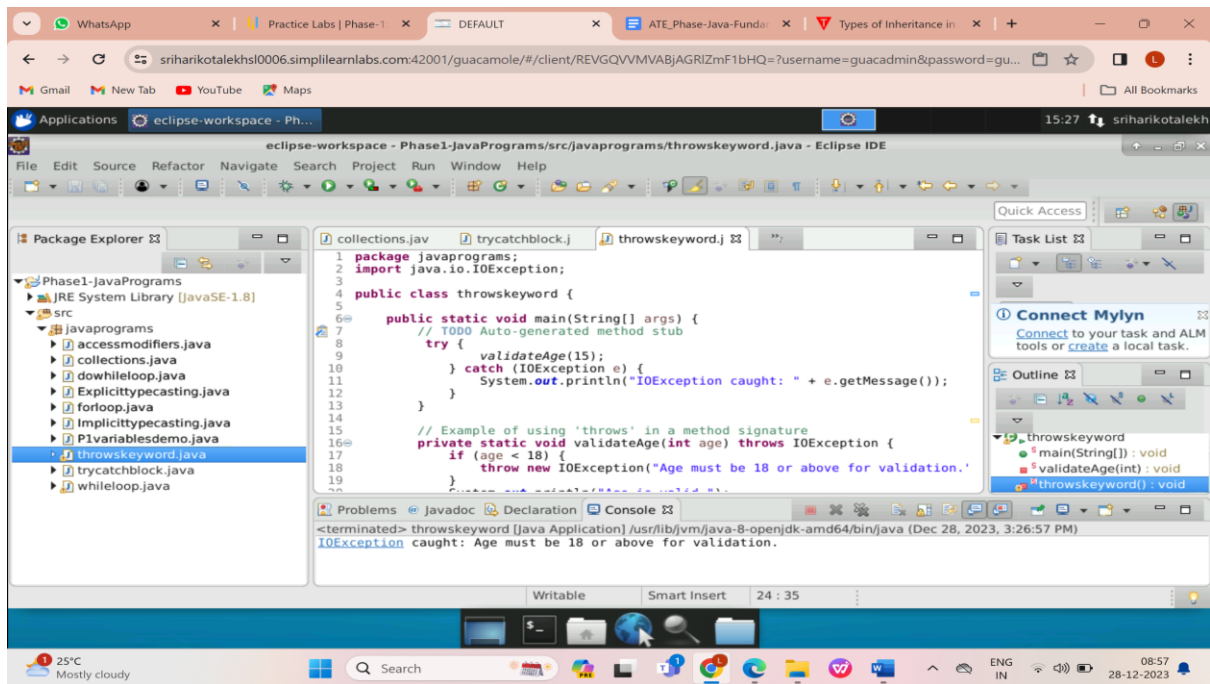
11.Multiple catch blocks:



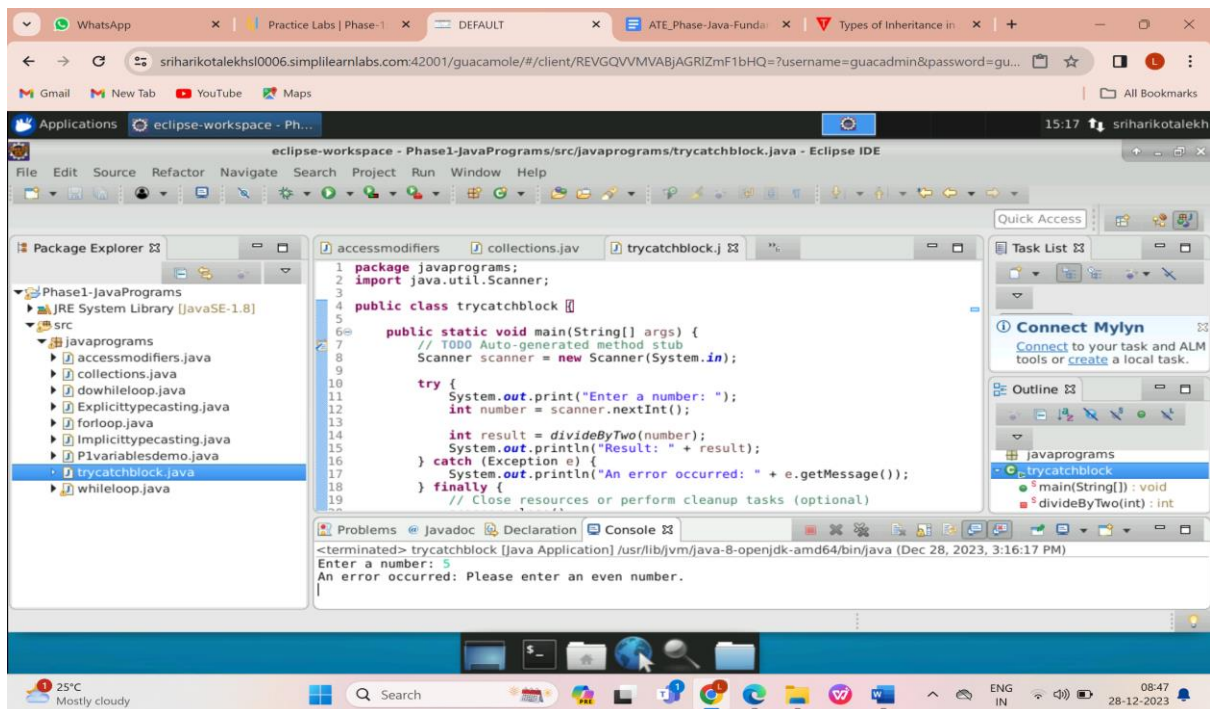
10.Try block:



9.Throws keyword:



8.Try catch:



7.Collections:

