

(4) Abstraction

⇒ Abstraction means hiding internal details ~~only~~ and showing only the essential features of an object. It helps us focus on what an object does, not how it does it.

- It is achieved through -
 - (i) Abstract Class
 - (ii) Interfaces

(A) Abstract Class

→ An abstract class ~~can~~ is a class that cannot be used to create objects directly. It is designed to be extended (inherited) by other classes.

• Uses abstract keyword in class.

• can have -

- (i) Fields (variables)
- (ii) Constructors
- (iii) Static & final methods
- (iv) Abstract and concrete methods.

Syntax

- (i) ~~Defining an Abstract Class~~

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→

(ii) Defining an Abstract class

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```
abstract class ClassName {
```

```
    // Fields (Variables)
```

```
    // Constructors (s)
```

```
    // Concrete method (with body)
```

```
    void regularMethod () {
```

```
        // code
```

```
    }
```

```
    // Abstract method (no body);
```

```
    abstract void abstractMethod();
```

```
}
```

// must be overridden

// by child class

(iii) Extending an Abstract Class

```
class Subclass extends ClassName {
```

```
    // must override all abstract methods
```

```
    @Override
```

```
    void abstractMethod () {
```

```
        // implementation
```

```
    }
```

```
}
```


(iii) Rules of Abstract classes in Java

1. Must use abstract keyword in class definition.
2. Allowed access modifiers \rightarrow public, protected, or default (class)
Not allowed \rightarrow Cannot be private or final (class)
3. Can have 0 or more abstract methods.
4. Can have concrete methods with full implementation.
5. Can declare fields (variables).
6. Can have constructors (executed during subclass creation).
7. XX Cannot be instantiated using new (while obj. creation)
8. Subclasses must override ^{abstract method} or be declared abstract.
9. Abstract methods :-
 - (i) must use abstract keyword
 - (ii) XX Cannot be private, static, or final
 - (iii) XX Cannot have body.
10. Can extend another abstract or concrete class.

(iv) Advance Concepts

1. Can contain a main() method
2. Can contain static methods and static blocks.
3. Can declare final constants
4. Abstract methods can be public, protected, or default
- XX 5. XX Abstract methods cannot be private, static or final.

(Examples \rightarrow Github's Practice folder.)