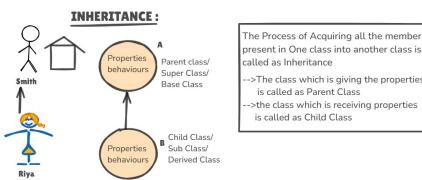


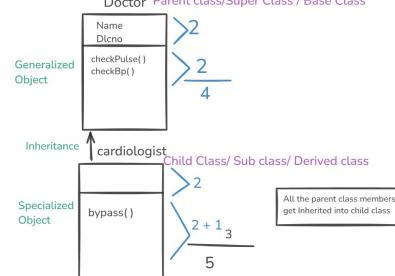
\* The relationship between 2 objects which is similar to Parent and Child  
Child is known as Is-A Relationship

\* Where we can call the Child Object as Specialized Object and the Parent Object as Generalized Object

\* We can achieve the Is-A Relationship by the concept in java called as Inheritance



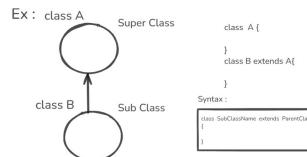
EX:



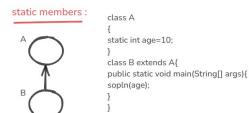
We can achieve Inheritance In java by Using 2 keywords

1)extends → 2 classes / 2 interfaces

2)implements → interface and class



Understanding the Inheritance with static and non-static members :



Ex : class parent{
 static void demo(){
 System.out.println("Hello from parent");
 }
}

class Child extends Parent {
 public static void main(String[] args){
 demo();
 }
}

All the static members we declare in parent class are acquired into child class  
1) static members are inherited  
2) in subclass(Child class) static context we can use static members of Super and Sub Class directly without using classname as reference

non-static members :

```
Ex : class Person {
    static String name="Pikachu";
    int age;
    public void walk() {
        System.out.println("I am walking");
    }
}
class Student extends Person {
    public static void main(String[] args){
        System.out.println(name);
        System.out.println(age);
    }
}
```

Inside the non-static context of the subclass, we can always use non-static members of the parent class directly  
--> inside the non-static context of subclass, we can use the static members and non-static members of the parent class directly

A screenshot of a Java Integrated Development Environment (IDE) showing a code editor window. The window title is "A.java". The code in the editor is:

```
1 package isaRelationship;
2
3 public class A {
4     static int age=10;
5     static String name="Dabba Fellow";
6
7 }
8
```

The code defines a package named "isaRelationship" and a class named "A". The class contains two static variables: "age" set to 10, and "name" set to "Dabba Fellow". The code editor has a dark theme with syntax highlighting for Java keywords and identifiers.

A.java B.java X

```
1 package isaRelationship;
2
3 public class B extends A{
4     public static void main(String[] args) {
5         System.out.println(age);
6         System.out.println(name);
7     }
8
9 }
10
```

Console X

<terminated> B (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025, 8:35:57 pm – 8:35:57 pm elapsed: 0:00:00.108) [pid: 28156]

10

Dabba Fellow

B.java

A.java X

```
1 package isaRelationship;
2
3 public class A {
4     static int i;
5
6 }
7
```

Console X

<terminated> B (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025)

0

B.java X A.java

```
1 package isaRelationship;
2
3 public class B extends A{
4     public static void main(String[] args) {
5         System.out.println(i);
6     }
7
8 }
9
```

Console X

```
<terminated> B (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025, 8:37:01 pm – 8:37:02 pm elapsed: 0:00:00.274) [pid
0
```

B.java X A.java

```
1 package isaRelationship;
2
3 public class B extends A{
4     static int j=20;
5     public static void main(String[] args) {
6         System.out.println(i);
7         System.out.println(j);
8     }
9
10 }
11
```

Console X

<terminated> B (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025, 8:38:02 pm – 8:38:02 pm elapsed: 0:00:00.234) [pid: 3014]

0

20

B.java × A.java

```
1 package isaRelationship;
2
3 public class B extends A{
4     public static void main(String[] args) {
5         demo();
6     }
7
8 }
9
```

Console ×

<terminated> B (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025, 8:39:24 pm – 8:39:25 pm elapsed: 0:00:00.261)

Hello from parent

```
1 package isaRelationship;
2
3 public class Person {
4     static String name="Pikachu";
5     int age=20;
6     public void demo() {
7         System.out.println("i am from parent");
8     }
9 }
10
```

Console

```
<terminated> Student (1) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025, 8:50:57 pm – 8:50:58 pm)
Pikachu
20
i am from parent
```

```
1 package isaRelationship;
2
3 public class Person {
4     static String name="Pikachu";
5     int age=20;
6     public void demo() {
7         System.out.println("i am from parent");
8     }
9 }
10
```

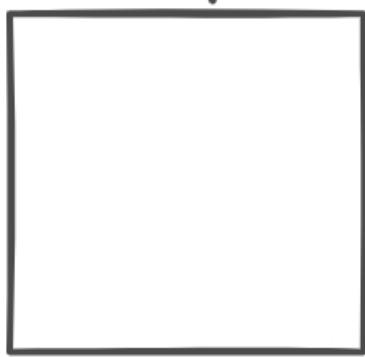
Console

```
<terminated> Student (1) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (01-Apr-2025, 8:50:57 pm – 8:50:58 pm)
Pikachu
20
i am from parent
```

## Parent



## Child



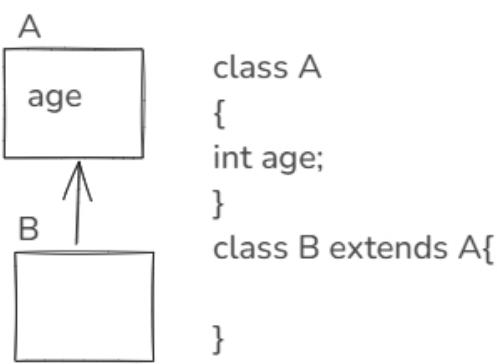
1) Sub Class always have  
Inherited Members + Declared Members  
Total no.of members

2) In static context of Sub Class  
we can use the static members of subclass  
and super class directly

3) In non-static context of Sub Class  
we can use static and non-static members  
of both parent and child class directly

	Inherited	not-Inherited
Variables	✓	
methods	✓	
Initializers	—	✗
Variables	✓	
methods	✓	
Initializers	✗	
Constructor	✗	=

Understanding to access members using parent and child class :



```
class Example {
    public static void main(String[] args){
        A obj1=new A();
        System.out.println(obj1.age); > parent class
        B obj2=new B();
        System.out.println(obj2.age); > child class
    }
}
```

BaseClass.java

DerivedClass.java

Example3.java

```
1 package inheritance;
2
3 public class Example3 {
4     public static void main(String[] args) {
5         //create child object and access parent class and
6         //child class members
7         DerivedClass obj1=new DerivedClass();
8         System.out.println(obj1.x);
9         System.out.println(obj1.y);
10    }
```

Console

<terminated> Example3 [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (02-Apr-2025, 7:55:25 pm – 7:55:25 pm elapsed:

10

20

Child.java

Parent.java

Example2.java

```
1 package inheritance;
2
3 public class Example2 {
4     public static void main(String[] args) {
5         Child.test(); // child class name as reference
6     }
7 }
8
9 }
10
```

Console

<terminated> Example2 (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (02-Apr-2025, 7:48:39 pm – 7:48:39 pm elapsed:

heloooooooo

Child.java

Parent.java

Example2.java

```
2
3 public class Parent {
4     //non-static method
5•     public void demo() {
6         System.out.println("Hello from parent");
7     }
8•     static void test() {
9         System.out.println("heloooooooo");
10    }
11
```

Console

<terminated> Example2 (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (02-Apr-2025, 7:48:39 pm - 7:48:39 pm elapsed: 0:00)

heloooooooo

The screenshot shows a Java development environment with three tabs open: Child.java, Parent.java (selected), and Example2.java. The Parent.java tab displays the following code:

```
1 package inheritance;
2
3 public class Parent {
4     //non-static method
5     public void demo() {
6         System.out.println("Hello from parent");
7     }
8     static void test() {
9         System.out.println("heloooooooo");
10    }
}
```

The console window below shows the output of the code execution:

```
<terminated> Example2 (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (02-Apr-2025, 7:45:37 pm – 7:45:37 pm elapsed: 0:00)
Hello from parent
heloooooooo
```

A screenshot of a Java IDE interface, likely IntelliJ IDEA, showing the code for a class named `Parent`. The code is part of a package named `inheritance`. The class contains a non-static method `demo` that prints "Hello from parent" to the console.

```
1 package inheritance;
2
3 public class Parent {
4     //non-static method
5     public void demo() {
6         System.out.println("Hello from parent");
7     }
8
9 }
10
```

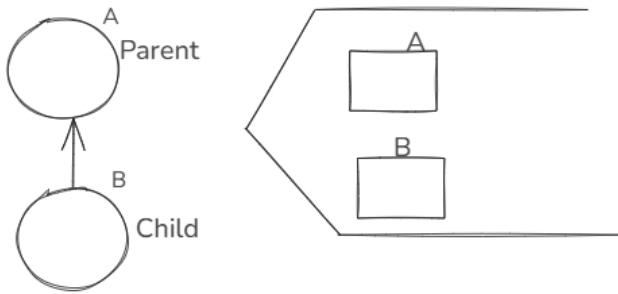
Child.java X

Parent.java

Example2.java

```
1 package inheritance;  
2  
3 public class Child extends Parent {  
4  
5 }  
6
```

## Loading process with Inheritance :

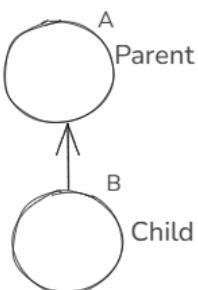


-->First Parent class to be Loaded, then Child class

Is Loaded

-->if we are using members of A , B is not required

-->if we are using ,members of B , A is must required



--> if we want to access members of class B first it loads the parent class then child class gets loaded

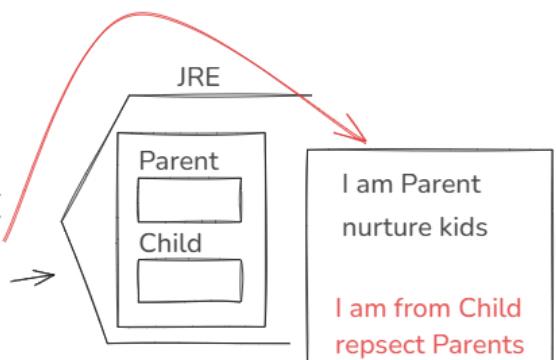
```

class Parent{
static {
Sopln("I am from Parent");
}
static void nurture( ){
Sopln("nurture kids");
}
}
  
```

### Case 1 :

```

class Case1{
p s v m(S[] args){
Parent.nurture( );
Child.respect( );
}
}
  
```

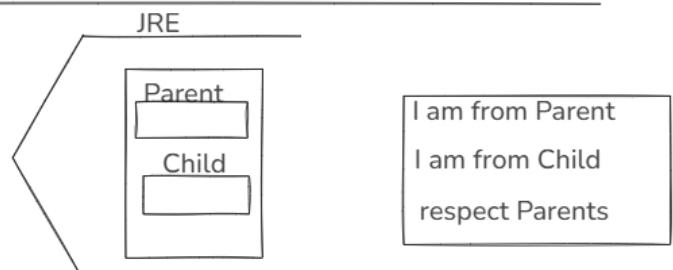


```

class child extends Parent{
static{
Sopln("I am from Child");
}
static void respect(){
Sopln("respect parents");
}
}
  
```

```

class Case2{
p s v m(S[] args){
Child.respect( );
}
}
  
```



When a Child class will be Loaded

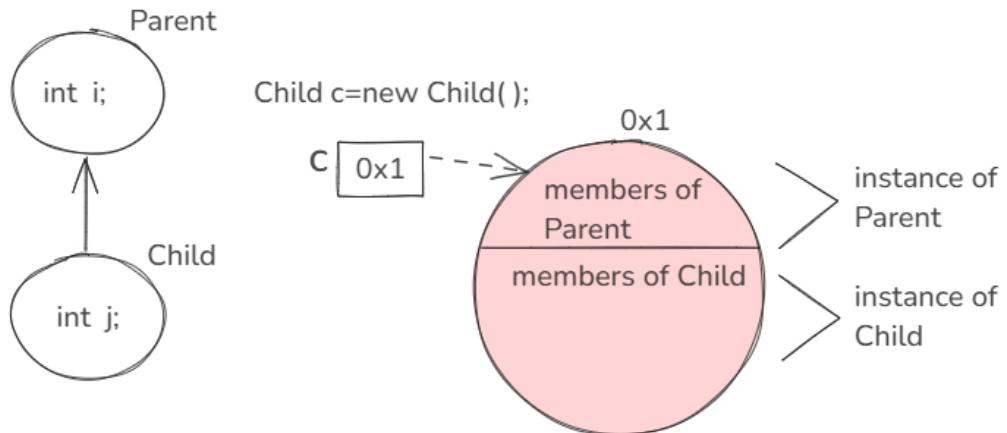
if parent class exist in the memory

only Child class is Loaded

if parent class doesn't exist in the memory

Parent class is loaded first, then Child class is Loaded

## Loading Process of an Object with respect to Inheritance :



\* Parent class non-static members are Loaded by Constructor  
 -->create Child( ) class Constructor , then it will be created and call the super class members also.

super()  
 Child() → Parent()

-->This super( ) statement will be added in all the Constructors which doesnot have this( ) statements  
 -->super( ) is used to call the constructor of Parent Class

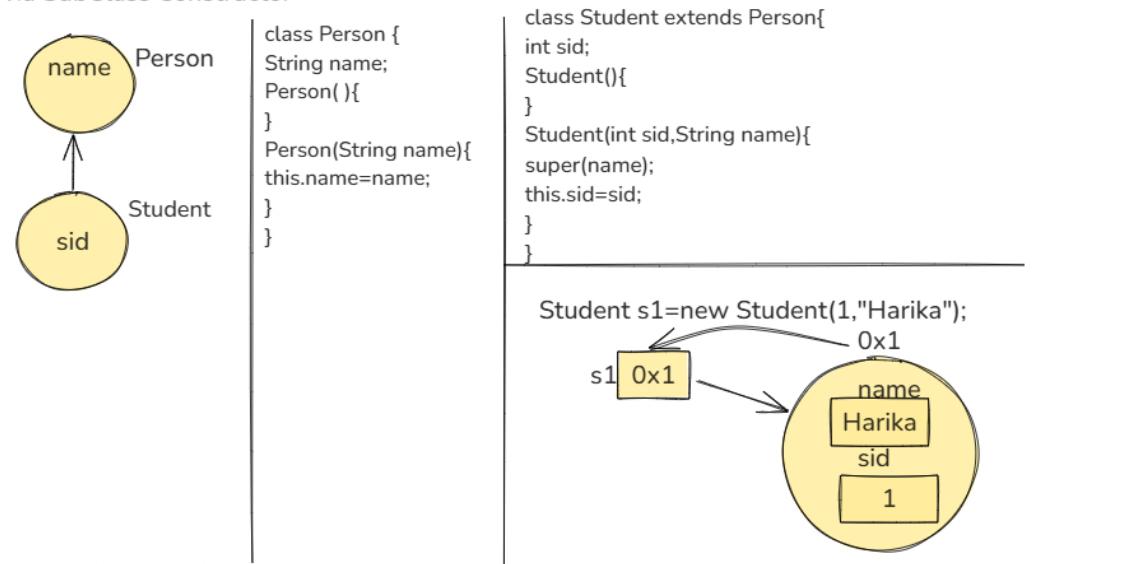
<pre>class Parent{ int i; Parent(){} Sopln("From Parent"); }</pre>	<pre>class Parent{ int i; Parent(){} super(); Sopln("From Parent"); }</pre>	<p>Child c=new Child();</p> <p>--&gt;first Parent class members get Loaded  --&gt;Child class memebrs get Loaded  --&gt;with the help of child reference we can use non-static members of parent and child</p>
<pre>class Child extends Parent{ int j; Child(){} Sopln("From Child"); }</pre>	<pre>class Child extends Parent{ int j; Child(){} super(); Sopln("From Child"); }</pre>	

-->Whenever we create an object of subclass, the subclass Constructor will call the superclass constructor to load the non-static members of the superclass Inside the subclass object

super() :

Purpose of super() :

- 1) it is used to load non-static members of Parent class into the Child class Object
- 2) it is used to initialize the data members of ParentClass via SubClass Constructor



Characteristics of super() Statement :

- 1) super() can be written only inside the Constructor Body

```
Public class Example{  
Example( ){  
    super( );  
}  
void demo( ){  
    super(); X  
}
```

- 2) super() Statement should be the first instruction inside the Constructor Body

```
public class Demo{  
Demo( ){  
    Sopln("Hai");  
    super(); X  
}
```

Constructor call must be the  
1st Instruction inside the Constructor body

- 3) we cannot use super() , if this() is used

```
public class Test{  
Test( ){  
}  
Test( int i){  
    this();  
    super(); X  
}
```

super(); ~~X~~  
this(); ~~X~~

- 4) we can pass the arguments in super call statement,  
it calls the Parameterized Constructor of super class

```
1 package loadingProcesswithInheritance;
2
3 public class Test {
4     public static void main(String[] args) {
5
6         Child.respect();
7     }
8
9 }
10
```

Console X

<terminated> Test (5) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (03-Apr-2025, 7:54:53 pm – 7:54:54 pm elapsed: 0:00:00)

Parent is Loaded  
Child is Loaded  
respect your parents

```
1 package loadingProcesswithInheritance;
2
3 public class Test {
4     public static void main(String[] args) {
5         Parent.nurture();
6         Child.respect();
7     }
8
9 }
10
```

```
1 package loadingProcesswithInheritance;
2
3 public class Parent {
4     static {
5         System.out.println("Parent is Loaded");
6     }
7     static void nurture() {
8         System.out.println("nurture your kids");
9     }
10
11 }
12
```

Console Parent.java Child.java X Test.java

```
1 package loadingProcesswithInheritance;
2
3 public class Child extends Parent{
4     static {
5         System.out.println("Child is Loaded");
6     }
7     static void respect() {
8         System.out.println("respect your parents");
9     }
10
11 }
12
```

The screenshot shows an IDE interface with a dark theme. The top menu bar includes standard icons for file operations, search, and navigation. Below the menu is a tab bar with three tabs: "Parent.java", "Child.java", and "Test.java". The "Test.java" tab is currently active, displaying the following Java code:

```
1 package loadingProcesswithInheritance;
2
3 public class Test {
4     public static void main(String[] args) {
5         new Child();
6
7     }
8
9 }
10
```

In the bottom right corner of the code editor, there is a small blue vertical bar with a white gradient section, likely a scroll bar indicator.

At the bottom of the screen is a "Console" window. The title bar says "Console X". The console output is as follows:

```
<terminated> Test (5) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (03-Apr-2025, 8:31:03 pm – 8:31:04 pm elapsed: 0:00:00)
Parent Constructor
Child Constructor
```

The screenshot shows a Java development environment with three tabs at the top: Parent.java (selected), Child.java, and Test.java. The Parent.java file contains the following code:

```
1 package loadingProcesswithInheritance;
2
3 public class Parent {
4     int a;
5     Parent(){
6         System.out.println("Parent Constructor");
7     }
8
9 }
10
```

The Child.java and Test.java files are also listed in the tabs but are not visible in the main editor area.

In the bottom right corner, there is a 'Console' tab with the output from the 'Test' application. The output shows:

```
<terminated> Test (5) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (03-Apr-2025, 8:31:03 pm – 8:31:04 pm elapsed: 0:0
Parent Constructor
Child Constructor
```

```
1 package loadingProcesswithInheritance;
2
3 public class Child extends Parent{
4     int j;
5     Child(){
6
7         System.out.println("Child Constructor");
8     }
9 }
10 |
```

## super keyword :

```
class Color{
String name="Blue";
}
class Black extends Color{
String name="Black";
void demo(){
Sopln(name);
Sopln(super.name);
}
}
```

```
class Driver{
p s v m (s[] args){
Black b1=new Black();
b1.demo( ); //Black
}
}
```

-->super : it is a keyword which is used to access static and non-static members of the parent class from the child class non-static area(Context);

## Variable Shadowing :

When the super class and sub class are having variables with same name is known as variable shadowing

super( )	super
<ul style="list-style-type: none"> <li>1. It is used to call / invoke the constructor of parent class from sub class</li> <li>2. It can be used only inside Constructor body</li> <li>3. It must be the first statement of the constructor</li> </ul>	<ul style="list-style-type: none"> <li>1. It is used to access variables and methods of parent class from sub class</li> <li>2. It can be used inside any non-static context</li> <li>3. It can be used anywhere inside the non-static context</li> </ul>

super( )	this( )
<ul style="list-style-type: none"> <li>1. It is used to call/invoke the parent class Constructor</li> <li>2. Can be added in all the Constructors of a class</li> <li>3. compiler will implicitly add no-arg super( ) to the constructors which doesn't have this( )</li> </ul>	<ul style="list-style-type: none"> <li>1. It is used to call/invoke the Constructor of same class</li> <li>2. Can be added only n-1 Constructors of a class</li> <li>3. compiler doesn't add this( ) implicitly</li> </ul>

```
1 package isaRelationship;
2
3 public class StudentDriver {
4 public static void main(String[] args) {
5     Studentt s1=new Studentt("Diya",2);
6     System.out.println(s1.sid);
7     System.out.println(s1.name);
8 }
9 }
10
```

Console ×

<terminated> StudentDriver (1) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (04-Apr-2025, 7:22:10 pm - 7)

2

Diya

Movie.java Test.java Personn.java × Student.java StudentDriver.java

```
1 package isaRelationship;
2 //parent class
3 public class Personn {
4     String name;
5     Personn( ){
6     }
7     Personn(String name){
8         this.name=name;
9     }
10 }
11
12
```

```
1 package isaRelationship;
2
3 public class ColorDriver {
4     public static void main(String[] args) {
5         Black b1=new Black();
6         b1.demo();
7     }
8
9 }
10
```



Movie.java Test.java Personn.java Studentt.java × StudentDriver.java

```
1 package isaRelationship;
2
3 public class Studentt extends Personn{
4     int sid;
5     Studentt(){
6
7     }
8     Studentt(String name,int sid){
9         super(name);
10        this.sid=sid;
11    }
12 }
13 }
14 }
```

Console

Color.java

Black.java

ColorDriver.java

```
1 package isaRelationship;
2
3 public class Color {
4     String name="Blue";
5
6 }
7
```

Console

Color.java

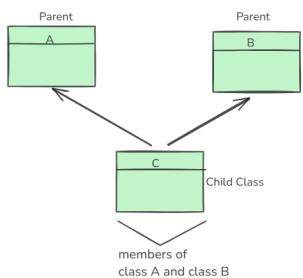
Black.java X

ColorDriver.java

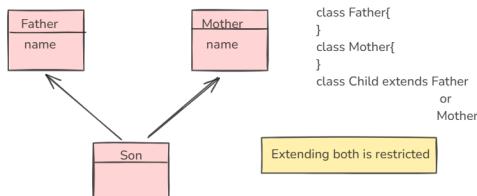
```
1 package isaRelationship;
2
3 public class Black extends Color {
4     String name="Black";
5     void demo( ) {
6         System.out.println(super.name);
7     }
8 }
9
```

#### 4. Multiple Inheritance

If a Child class is Having Multiple Parent (Super class) in the same level  
Is known as Multiple Inheritance

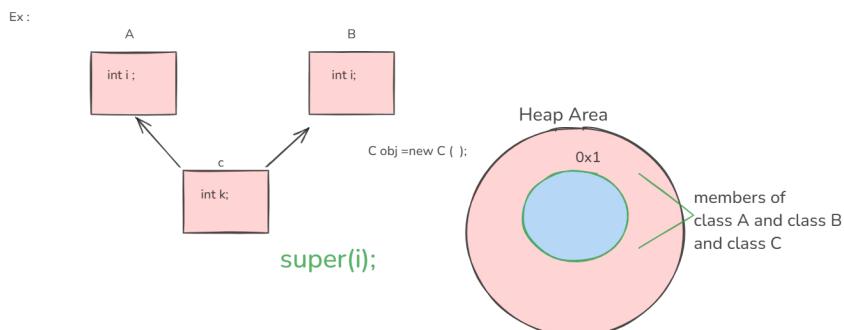
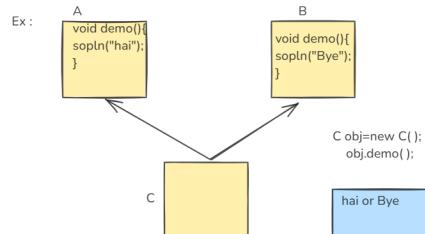
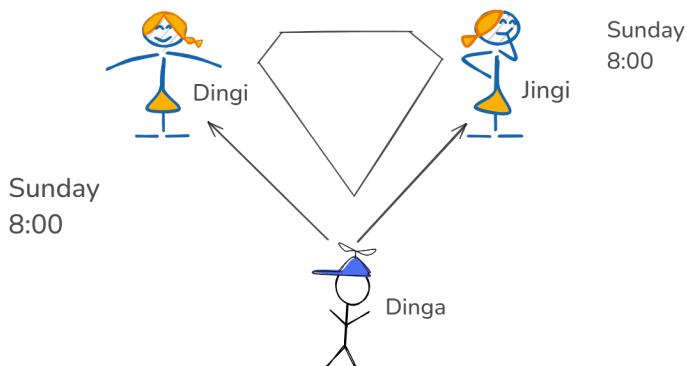


Ex :



Multiple Inheritance has a Problem Known as "Diamond Problem"  
Because of this Diamond Problem , we can't achieve Multiple Inheritance In Java  
Using classes  
-->A class can Inherit only 1 Parent Class  
-->We can achieve this Multiple Inheritance by Interface

#### DIAMOND PROBLEM :



#### Diamond Problem or Constructor Chaining Problem :

Whenever we represent Multiple Inheritance using classes , The compiler gets confused to perform the Compile Time Binding between super() statement of the sub class Constructor and the Constructors of the super classes present in the same level.  
This Ambiguity arises for the Compiler is known as Diamond Problem or Constructor Chaining Problem

The screenshot shows an IDE interface with a toolbar at the top containing various icons for file operations, search, and navigation. Below the toolbar is a tab bar with several tabs: Vehicle.java, Car.java, Ship.java (which is currently selected), Aeroplane.java, and VehicleDriver.java. The main editor area displays the code for the Ship.java class. The code defines a class Ship that extends Vehicle. It has a constructor that takes a String parameter nameOfShip and sets it to the instance variable this.nameOfShip. The class also contains a travel() method that prints two messages to the console: "Ship travels in water" and the name of the ship.

```
1 package E142/src/isaRelationship;
2
3 public class Ship extends Vehicle{
4     String nameOfShip;
5     Ship(){
6     }
7     Ship(String nameOfShip){
8         this.nameOfShip=nameOfShip;
9     }
10    void travel() {
11        System.out.println("Ship travels in water");
12        System.out.println(this.nameOfShip);
13    }
14
15
16 }
17
```

```
Console Shape.java × Triangle.java RightAngleTriangle.java Driver1.java
1 package isaRelationship;
2
3 public class Shape {
4     double area;
5     void computeArea() {
6         System.out.println("it calculates Area");
7     }
8
9 }
10
```

```
1 package isaRelationship;
2
3 class RightAngleTriangle extends Triangle{
4
5     RightAngleTriangle(double base, double height) {
6         super(base, height);
7     }
8 }
9
10 }
11
```

```
1 package isaRelationship;
2
3 public class Car extends Vehicle {
4     String brandName;
5     Car(){
6         |
7     }
8     Car(String brandName) {
9         this.brandName = brandName;
10    }
11
12    void display() {
13        System.out.println("Car has 4 wheels");
14        System.out.println(this.brandName);
15    }
16
17
18 }
19
```

```
1 package inheritance;
2
3 public class Vehicle {
4     String type;
5     void modeOfTransport() {
6         System.out.println("Every vehicle has it's own way of Transport");
7     }
8
9 }
10
```

A screenshot of a Java IDE interface. The top menu bar has various icons. Below it is a tab bar with four tabs: Shape.java, Triangle.java, RightAngleTriangle.java, and Driver1.java (which is currently selected). The main editor area contains the following Java code:

```
2
3 public class Driver1 {
4     public static void main(String[] args) {
5         RightAngleTriangle t1=new RightAngleTriangle(3,4);
6         System.out.println(t1.area);
7         System.out.println(t1.base);
8         System.out.println(t1.height);
9         t1.computeArea();
10        t1.display();
11    }
12}
```

Console X

<terminated> Driver1 [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (05-Apr-2025, 7:36:18 pm – 7:36:18 pm elapsed: 0:00:00.346) [pid: 8656]

```
0.0
3.0
4.0
it calculates Area
4.0
3.0
```

Vehicle.java

Car.java

Ship.java

Aeroplane.java

VehicleDriver.java

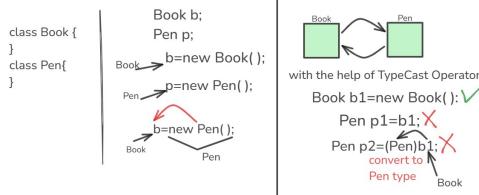
```
1 package isaRelationship; E142/src/isaRelationship/Aeroplane.java
2
3 public class VehicleDriver {
4     public static void main(String[] args) {
5         Car c1=new Car("Ferrai");
6         c1.display();
7         // System.out.println(c1.brandName);
8         // c1.type="Car";
9         // System.out.println(c1.type);
10        Ship s1=new Ship("Titanic");
11        s1.travel();
12        // System.out.println(s1.nameOfShip);
13        // s1.type="Ship";
14        // System.out.println(s1.type);
15        Aeroplane a1=new Aeroplane("indgo");
16        a1.wing();
17        // System.out.println(a1.brandName);
18        // a1.type="Plane";
19        // System.out.println(a1.type);
20
21    }
22
23 }
24
```

Vehicle.java Car.java Ship.java Aeroplane.java × VehicleDriver.java

```
1 package isaRelationship;
2
3 public class Aeroplane extends Vehicle {
4     String brandName;
5     Aeroplane(){
6
7     }
8
9     Aeroplane(String brandName) {
10         this.brandName = brandName;
11     }
12     void wing() {
13         System.out.println("i flies in the Skyyyyy");
14         System.out.println(this.brandName);
15     }
16
17 }
```

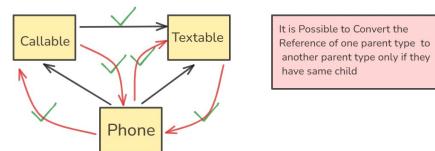
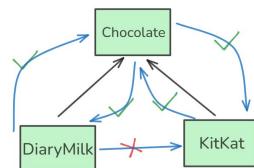
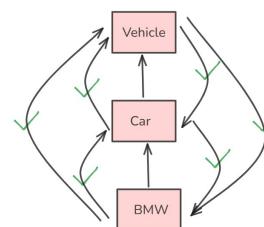
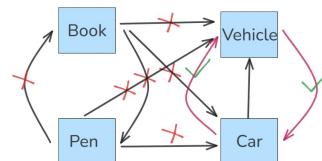
### Non-Primitive TypeCasting / Derived TypeCasting

The Process of Converting reference type from One non-Primitive type into another non-Primitive type.



\*\*\*

We Can Achieve non-Primitive TypeCasting only when there is Is-A-Relationship between them.



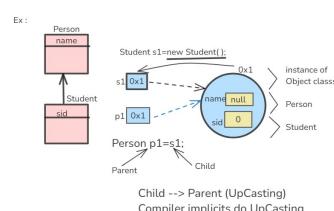
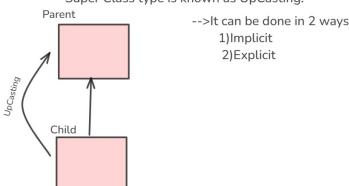
--> 2 Possible Cases  
1) Is-A Relationship  
2) Multiple Inheritance

### Non-Primitive TypeCasting

UpCasting (Implicit, Explicit)      DownCasting (Explicitly)

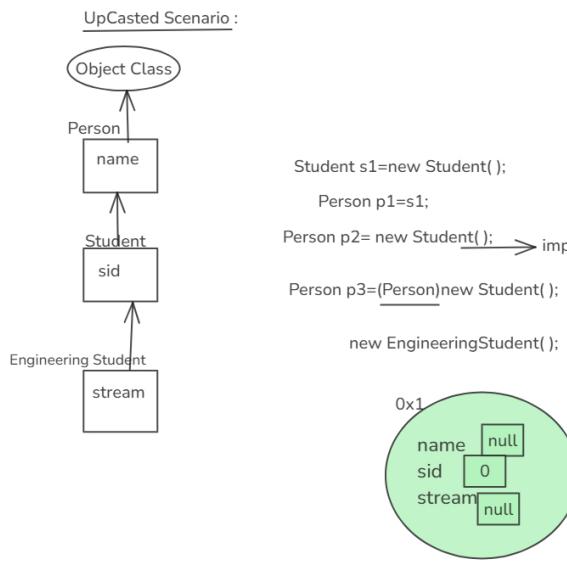
### UpCasting

The Process of Converting the reference of Sub Class type to Super Class type is known as UpCasting.



-->s1 and p1 are pointing towards same object but both are not same

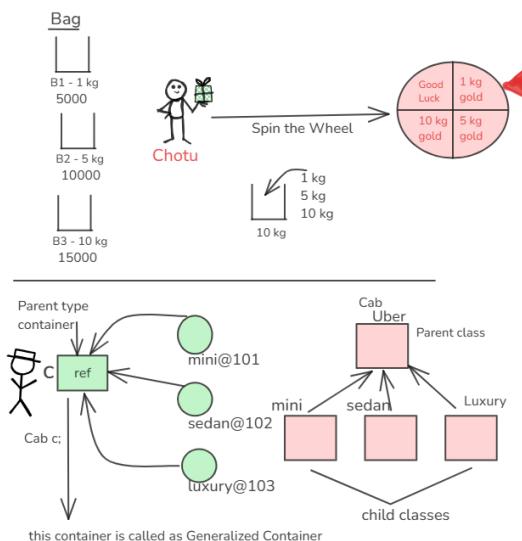
-->we can use all the members of Student in Person reference variable



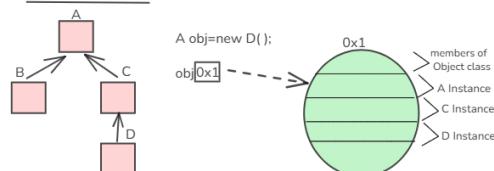
Purpose of UpCasting :

to achieve

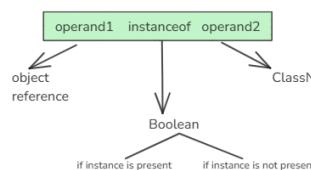
- 1.Generalization
- 2.Run Time Polymorphism



Instanceof Operator :



-->To check the Instance of specific class is Present inside the Object or not



```

class A {
}
class B extends A {
}
class C extends A {
}
class D extends C {
}
  
```

Object o =new D();
S.o.println( o instanceof Object);
S.o.println( o instanceof A);
S.o.println( o instanceof C);
S.o.println( o instanceof D);
S.o.println( o instanceof B);-->false

Note :

objref instanceof ClassName

Is - A Relationship

```
Sedan.java Test.java Test2.java Test3.java X

1 package nonprimitive;
2
3 public class Test3 {
4     public static void displayReference(Object c) {
5         System.out.println(c);
6     }
7     public static void main(String[] args) {
8         displayReference(new Mini());
9         displayReference(new Sedan());
10        displayReference(new Luxury());
11        displayReference(new Book());
12    }
13
14 }
15
```

Console X

```
terminated> Test3 [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (08-Apr-2025, 8:31:58 pm – 8:31:58 pm elapsed: 0:00:00.276) [pid: 7140]
nonprimitive.Mini@2f92e0f4
nonprimitive.Sedan@5305068a
nonprimitive.Luxury@279f2327
nonprimitive.Book@54bedef2
```

```
1 Cab.java    2 Mini.java    3 Sedan.java    4 Luxury.java    5 Test.java    6 Test2.java
2
3 import java.util.Scanner;
4
5 public class Test2 {
6     public static void main(String[] args) {
7         System.out.println("****Select a Cab****");
8         System.out.println("Press 1 for Mini");
9         System.out.println("Press 2 for Sedan");
10        System.out.println("Press 3 for Luxury");
11        System.out.println("Enter your Choice");
12        Scanner sc=new Scanner(System.in);
13        int choice=sc.nextInt();
14        Cab c;
15        switch(choice) {
16            case 1: {
17                c=new Mini();
18                System.out.println("you selected Mini");
19                System.out.println(c);
20                |
21            }
22            break;
23            case 2: {
24                c=new Sedan();
25                System.out.println("you selected Sedan");
26                System.out.println(c);
27            }
28            break;
29            case 3: {
30                c=new Luxury();
31                System.out.println("you selected Luxury");
32                System.out.println(c);
33            }
34            break;
35            default : System.out.println("invalid input");
36        }
37
38    }
39 }
```

The screenshot shows a Java development environment with the following details:

- Toolbar:** Standard icons for file operations, search, and navigation.
- Project Bar:** Shows multiple Java files: Sedan.java, Test.java, Test2.java, Test3.java, Demo.java (selected), A.java, B.java, C.java, and D.java.
- Code Editor:** The Demo.java file contains the following code:

```
1 package nonprimitive;
2
3 public class Demo {
4     public static void main(String[] args) {
5         Object o=new D();
6
7         System.out.println(o instanceof Object);
8         System.out.println(o instanceof A);
9         System.out.println(o instanceof C);
10        System.out.println(o instanceof D);
11        System.out.println(o instanceof B);
12    }
13
14 }
```
- Console Output:** The output window shows the results of the instanceof operator:

```
terminated> Demo (5) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (08-Apr-2025, 8:57:22 pm – 8:57:23 pm elapsed: 0:00:00.220) [pid: 1144]
true
true
true
false
```

```
Sedan.java Test.java Test2.java Test3.java Demo.java X A.java B.java C.java
```

```
1 package nonprimitive;
2
3 public class Demo {
4     public static void main(String[] args) {
5         A a=new D();
6
7         System.out.println(a instanceof Object);
8         System.out.println(a instanceof A);
9         System.out.println(a instanceof C);
10        System.out.println(a instanceof D);
11        System.out.println(a instanceof B);
12    }
13
14 }
15
```

```
Console X
```

```
terminated> Demo (5) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (08-Apr-2025, 9:00:17 pm – 9:00:18 pm elapsed: 0:00)
```

```
rue
rue
rue
rue
false
```

Luxury.java ×

```
1 package nonprimitive;  
2  
3 public class Luxury extends Cab{  
4  
5 }  
6 |
```

Sedan.java ×

```
1 package nonprimitive;  
2  
3 public class Sedan extends Cab {  
4  
5 }  
6
```

Mini.java ×

```
1 package nonprimitive;  
2  
3 public class Mini extends Cab{  
4  
5 }  
6
```

Cab.java ×

```
1 package nonprimitive;  
2  
3 public class Cab {  
4  
5 }  
6
```

Test.java ×

Test2.java ×

The screenshot shows a Java development environment with the following details:

- Toolbar:** Standard icons for file operations (New, Open, Save, Print, Find, Copy, Paste, etc.), code navigation (Search, Go To, Jump To), and project management (Build, Run, Deploy).
- File Tabs:** Four tabs are visible: "Student.java", "Person.java", "EngineeringStudent.java" (which is the active tab, indicated by a blue border), and "DriverES.java".
- Code Editor:** The main area displays the source code for the `EngineeringStudent` class. The code is as follows:

```
1 package nonprimitive;
2
3 public class EngineeringStudent extends Student {
4     String stream;
5     EngineeringStudent(){
6
7 }
8     EngineeringStudent(String name,int sid,String stream){
9         super(name,sid);
10        this.stream=stream;
11    }
12    |
13 }
14
```

- Console Tab:** A "Console" tab is present at the bottom, showing the output of a previous command: "terminated: DriverES [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Aug-2025, 7:40:00 pm - 7:40:00 pm elapsed: 0:00:00.182) [pid: 1706]

Student.java

Person.java ×

EngineeringStudent.java

DriverES.java

```
1 package nonprimitive;  
2  
3 public class Person {  
4     String name;  
5     Person(){  
6     }  
7     Person(String name){  
8         this.name=name;  
9     }  
10    }  
11 }
```

Student.java

Person.java

EngineeringStudent.java

DriverES.java X

```
1 package nonprimitive;
2
3 public class DriverES {
4     public static void main(String[] args) {
5         EngineeringStudent s1=new EngineeringStudent();
6         Student s2=new EngineeringStudent();
7         Student s3=new EngineeringStudent();
8         Object s4=new EngineeringStudent("Sanjay",1,"Mechanical");
9         System.out.println(s4);
10        //Book b1=new EngineeringStudent(); //CTE
11    }
12
13 }
14
```

Console X

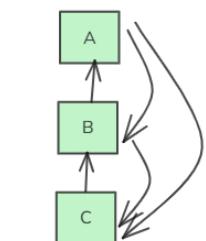
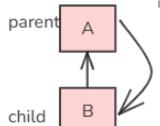


terminated> DriverES [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (08-Apr-2025, 7:39:03 pm – 7:39:03 pm elapsed: 0:00:00.326) [pid: 29460]

nonprimitive.EngineeringStudent@28a418fc

### DownCasting :

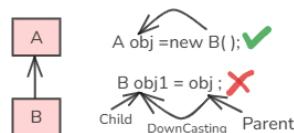
The process of Converting parent type reference into child type reference is called as Downcasting



Hierarchical Inheritance

Multi-Level

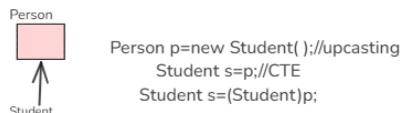
-->The DownCasting is never done by the Compiler  
only it can be done explicitly by the Programmer.



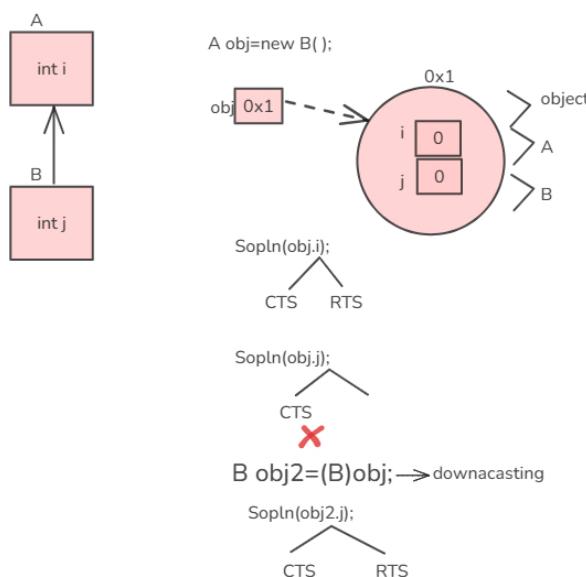
### Syntax for DownCasting :

(Target Type) obj\_ref  
typecast operator

B obj1= (B)obj

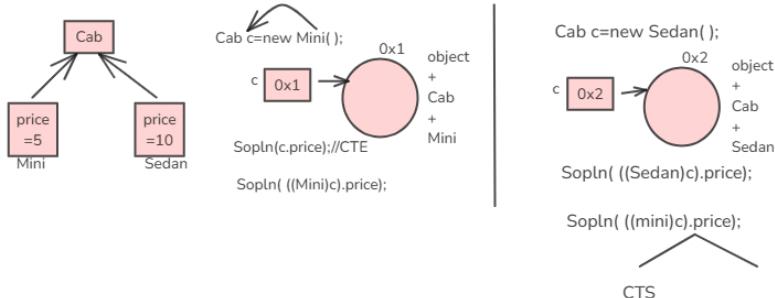


### Upcasted scenario :



### ClassCastException :

Whenever we perform the Downcasting without Performing Upcasting and trying to access the members with the help of subclass Reference variable then we get an Exception called as ClassCastException.



K.java

V.java

DriverK.java

Employe.java

Company.java

\*DriverEmp.java

```
1 package nonprimitive;
2 //Parent
3 public class Company {
4     String nameOfCompany="Dabba Company";
5
6 }
7
```

Console

<terminated> DriverEmp [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 7:53:21 pm – 7:53:21 pm)

Dinga

Dabba Company

K.java V.java × DriverK.java

```
1 package nonprimitive;
2 //child
3 public class V extends K{
4     int j;
5 }
6
```

Console ×

<terminated> DriverK [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 7:46:46 pm – 7:46:46 pm elapsed:

```
DriverK.java Company.java DriverEmp.java Cab.java Mini.java Sedan.java DriveerCab.java X >_
```

```
1 System.out.println("Select choice");
2 System.out.println("1 for Mini");
3 System.out.println("2 for Sedan");
4 Scanner sc=new Scanner(System.in);
5 int choice=sc.nextInt();
6 Cab c=null;
7 switch(choice) {
8     case 1: {
9         c=new Mini();
10        //System.out.println(c);
11    }
12    break;
13    case 2: {
14        c=new Sedan();
15        //System.out.println(c);
16    }
17    break;
18    default: System.out.println("invalid input");
19 }
20 System.out.println(c);
21 if(c instanceof Mini) {
22     System.out.println(((Mini)c).price);
23 }
24 else if(c instanceof Sedan) {
25     System.out.println(((Sedan)c).price);
26 }
```

Writable Smart Insert 29 : 35 : 625

```
DriverK.java Company.java DriverEmp.java Cab.java Mini.java Sedan.java DriveerCab.java »  
1 package nonprimitive;  
2  
3 public class DriveerCab {  
4     public static void main(String[] args) {  
5         Cab c=new Mini(); //upcasted scenario  
6         Mini m=(Mini)c;  
7         System.out.println(m.price);  
8         System.out.println(m.name);  
9     }  
10 }  
11  
12 }  
13
```

Console X

<terminated> DriveerCab [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 8:46:02 pm – 8:46:02 pm elapsed: 0:00:00.200) [pid: 33700]

5

Dabba Cab

The screenshot shows a Java development environment with the following details:

- Code Editor:** The main window displays the `Employe.java` file. The code defines a class `Employe` that extends `Company`. It contains a static `main` method that creates an object of type `Employe` (using `new Company()`) and prints its name and company name.
- Terminal Window:** Below the code editor is a `Console` tab. It shows the output of the application's execution, which ends with an error message indicating a `ClassCastException`.

```
1 package nonprimitive;
2
3 public class Employe extends Company {
4     String name="Dinga";
5     public static void main(String[] args) {
6         Employe emp=(Employe)new Company(); //DownCasting
7         System.out.println(emp.name);
8         System.out.println(emp.nameOfCompany);
9     }
10
11
12
13 }
14
```

```
<terminated> Employe [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 8:02:23 pm - 8:02:23 pm elapsed: 0:00:00.221) [pid: 19096]
Exception in thread "main" java.lang.ClassCastException: class nonprimitive.Company
at nonprimitive.Employe.main(Employe.java:6)
```

```
1 package nonprimitive;
2 //parent
3 public class K {
4     int i;
5
6 }
7
```

Console

<terminated> DriverK [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025)

0

0

K.java

V.java

DriverK.java

Employe.java

Company.java

\*DriverEmp.java ×

```
1 package nonprimitive;
2
3 public class DriverEmp {
4     public static void main(String[] args) {
5         Company comp=new Employe();
6         //System.out.println(comp.nameOfCompany);//parent class member
7         //System.out.println(c.name);//child class member
8         Employe emp=(Employe)comp;//DownCasting
9         System.out.println(emp.name);//parent class member
10        System.out.println(emp.nameOfCompany);//DownCasting
11    }
12
13 }
14
```

Console ×

<terminated> DriverEmp [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 7:53:21 pm – 7:53:21 pm elapsed: 0:00:00.226) [pid: 23624]

Dinga

Dabba Company

```
K.java V.java DriverK.java Employe.java X Company.java *DriverEmp.java
```

```
1 package nonprimitive;
2
3 public class Employe extends Company {
4     String name="Dinga";
5
6 }
7 |
```

The screenshot shows a Java code editor with several tabs at the top: K.java, V.java, DriverK.java, Employe.java (which is the active tab), Company.java, and \*DriverEmp.java. The Employe.java tab has a small 'X' icon next to it. The code in the editor is as follows:

```
1 package nonprimitive;
2
3 public class Employe extends Company {
4     String name="Dinga";
5
6 }
7 |
```

The word "Company" is highlighted in blue, indicating it is a suggestion or part of a code completion dropdown. Below the editor is a console window titled "Console". The console output is:

```
<terminated> DriverEmp [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 7:53:21 pm – 7:53:21 pm elapsed: 0:00:00.226) [pid: 23624]
Dingga
Dabba Company
```

K.java V.java DriverK.java X

```
1 package nonprimitive;
2
3 public class DriverK {
4     public static void main(String[] args) {
5         K obj1=new V(); //upcasting
6         //System.out.println(obj1.i);
7         //System.out.println(obj1.j); //CTE
8         V obj2=(V)obj1; //DownCasting
9         System.out.println(obj2.i);
10        System.out.println(obj2.j);
11
12    }
13
14 }
```

Console X

<terminated> DriverK [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (09-Apr-2025, 7:46:46 pm – 7:46:46 pm elapsed: 0:00:00.220) [pid: 20688]

0

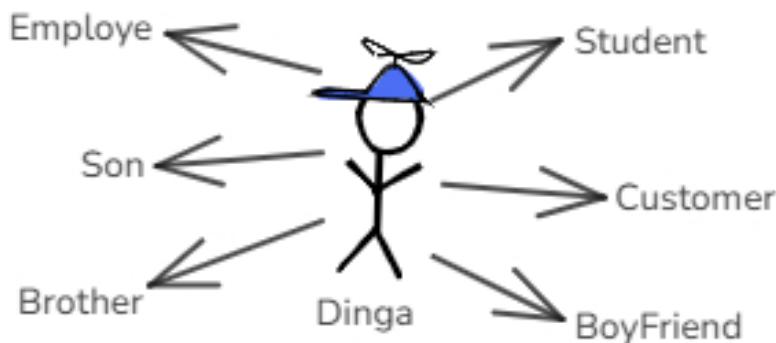
0

DriverK.java Company.java DriverEmp.java Cab.java Mini.java Sedan.java

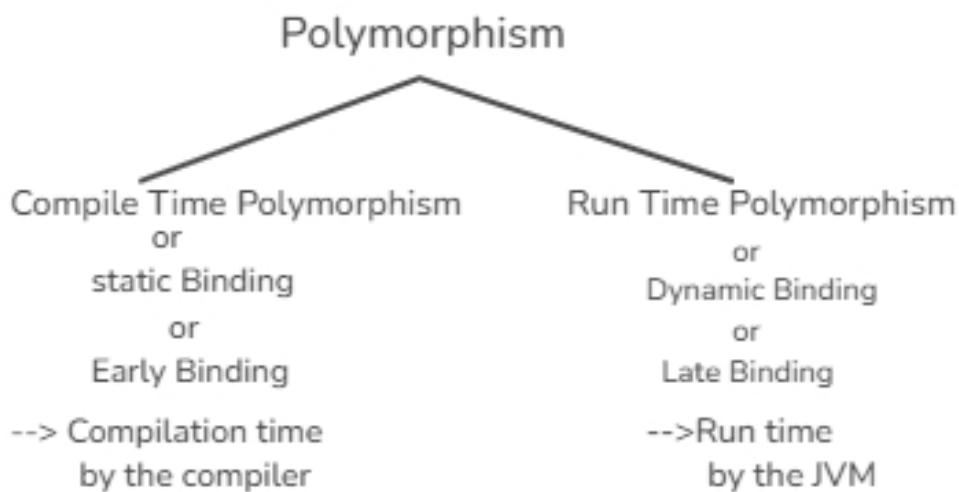
```
1 package nonprimitive;
2
3 public class Sedan extends Cab {
4     int price=10;
5     public static void main(String[] args) {
6         Cab c=new Sedan();
7     }
8 }
9
```

```
1 package nonprimitive;
2
3 public class Mini extends Cab{
4     int price=5;
5•public static void main(String[] args) {
6     Cab c=new Mini();
7 }
8
9 }
10
```

## Polymorphism

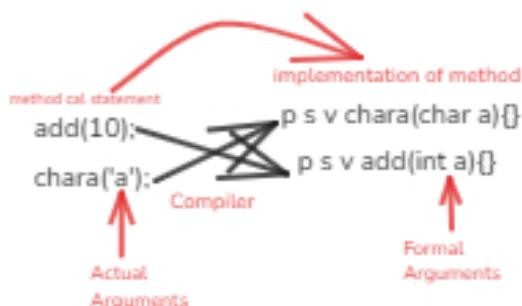


The ability of an Object to exhibit in multiple forms / Behaviours is known as Polymorphism.



## Compile Time Polymorphism

The Bind between the method call statement and the implementation of the method during the compile time by the compiler by looking at actual and formal arguments is known as CompileTime Polymorphism.



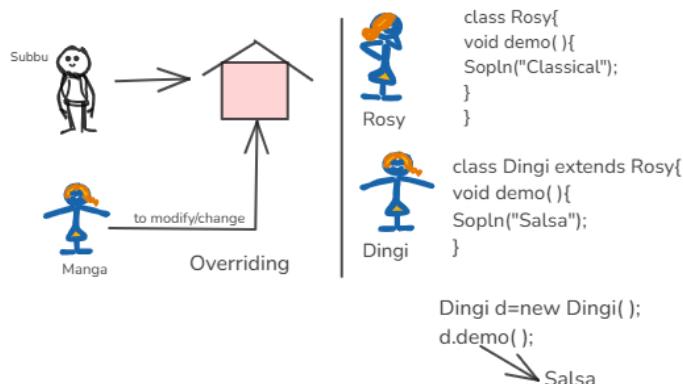
- 1)Method OverLoading
- 2)Constructor OverLoading
- 3)Variable shadowing/Hiding
- 4)Method shadowing/Hiding

## Run Time Polymorphism :

The Bind between the method call statement and the implementation of the method during the RunTime is Known as Run Time Polymorphism.

### Ex : Method Overriding

#### Method OverRiding :



The process of providing new Implementation to the inherited method or to the super class method in the subclass is known as Method Overriding

-->method overriding depends on / the binding depends on Object Created

#### Rules :

- 1)create a method in subclass whose declaration should be the same

<pre> ex : class Test{ void print(){ Sopln("hai"); } } </pre>	<pre> class Demo extends Test{ void print(int a){ Sopln("Bye");    method overloading ✓ } method overriding ✗ } </pre>
---	--

- 2)the access modifier of overriding method(Sub class) should be either same or higher than visibility of Overridden method(Super class).

private < default < protected < public

**Ex :**

```

class Demo{
void test(){}
}

class Test extends Demo(){
private void test(){}
}

}

}


```

(private Scope)      → overriding method

**Ex :**

```

class A{
public void demo(){}
}

class B extends A{
public void demo(){}
}


```

✓

#### Characteristics of method Overriding :

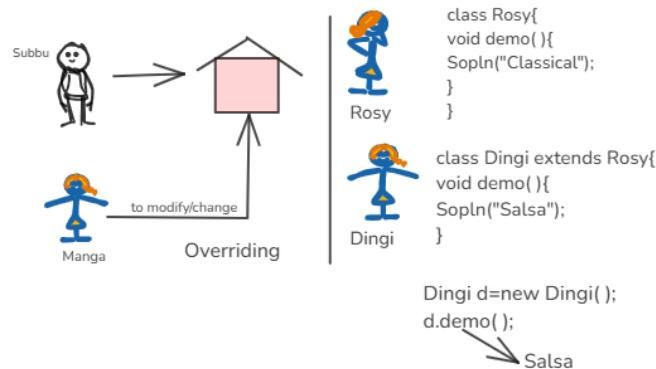
- 1)Method overriding is achieved at runtime.It follows Run Time Polymorphism and doesnot follows Compile Time polymorphism.
- 2)Execution of method implementation depends on object Created and doesnot depends on type of reference used to call.

## Run Time Polymorphism :

The Bind between the method call statement and the implementation of the method during the RunTime is Known as Run Time Polymorphism.

Ex : Method Overriding

### Method OverRiding :



The process of providing new Implementation to the inherited method or to the super class method in the subclass is known as Method Overriding

-->method overiding depends on / the binding depends on Object Created

### Rules :

1)create a method in subclass whose declaration should be the same

<pre> ex : class Test{ void print(){ Sopln("hai"); } } </pre>	<pre> class Demo extends Test{ void print(int a ){ Sopln("Bye");    method overloading ✓ } }     </pre> <p style="color: red; margin-left: 20px;">method overriding X</p>
---	---

2)the access modifier of overriding method(Sub class) should be either same or higher than visibility of Overridden method(Super class).

private < default < protected < public

Ex :

<pre> class Demo{ void test(){ } } </pre>	<p style="text-align: right;">overridden method (default Scope)</p>
---	---

<pre> class Test extends Demo(){ private void test(){ } } </pre>	<p style="text-align: right;">(private Scope)</p>
--	---

Ex : class A{  
public void demo(){  
}  
}



```

class B extends A{
public void demo(){
}
}

```

### Characteristics of method Overriding :

1)Method overriding is achieved at runtime.It follows Run Time Polymorphism and doesnot follows Compile Time polymorphism.

2)Execution of method implementation depends on object Created and doesnot depends on type of reference used to call.

A.java

Parent.java

Child.java

Driver.java

Animal.java

\*Dog.java

DriverAnimal....

```
1 package polymorphism;
2
3 public class DriverAnimal {
4     public static void main(String[] args) {
5         Dog d=new Dog();
6         d.display();
7     }
8
9 }
10
```

Console X

<terminated> DriverAnimal [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:29:32 pm – 8:29:32 pm elapsed: 0)

Dog

Animal

```
Li  
at  
ti  
c  
ja  
ec  
or  
re  
er  
it  
pl  
ja  
J  
T  
A.java Parent.java X Child.java Driver.java  
1 package polymorphism;  
2  
3 public class Parent {  
4     String name="Amarendra Bahubali";  
5 }  
6  
  
Console X  
<terminated> Driver (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:25:06 pm - 8:25:06 pm)  
Mahendra Bahubali
```

The screenshot shows a Java IDE interface with the following details:

- Toolbar:** Standard icons for file operations (New, Open, Save, Print, Find, etc.) and search.
- File Menu:** Options like File, Edit, View, Tools, Help, and a Language dropdown.
- Project Explorer:** Shows the project structure with files A.java, Parent.java, Child.java, and Driver.java.
- Code Editor:** Displays the code for the Driver class, which creates a Child object and calls its print method.
- Console:** Shows the terminal output of the application.

```
1 package polymorphism;
2
3 public class Driver {
4     public static void main(String[] args) {
5         Child c=new Child();
6         c.print();
7     }
8
9 }
10
```

**Console Output:**

```
<terminated> Driver (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:24:45 pm – 8:24:45 pm elapsed: 0:00:00)
Mahendra Bahubali
Amarendra Bahubali
```

The screenshot shows a Java development environment with the following details:

- Project Structure:** A sidebar on the left lists files: A.java, Parent.java, Child.java (selected), and Driver.java.
- Code Editor:** The main window displays the contents of **Child.java**:

```
1 package polymorphism;
2
3 public class Child extends Parent{
4     String name="Mahendra Bahubali";
5
6     void print() {
7         System.out.println(name); //variable shadowing
8         //System.out.println(super.name);
9     }
10 }
```
- Console Output:** Below the code editor is a **Console** tab showing the output of the **Driver** application:

```
<terminated> Driver (2) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:25:06 pm – 8:25:06 pm)  
Mahendra Bahubali
```

The screenshot shows a Java IDE interface with the following details:

- Project Bar:** Shows files Parent.java, Child.java, Animal.java, \*Dog.java (selected), DriverAnimal..., and Upco.
- Code Editor:** Displays the content of Dog.java:

```
1 package polymorphism;
2
3 public class Dog extends Animal{
4     String name="Dog";
5
6     void display() {
7         System.out.println(name); //shadowing
8         System.out.println((super.name));
9     }
10
```
- Console Tab:** Labeled "Console X".
- Console Output:** Shows the output of the application: "Dog" followed by "Animal".
- Bottom Status Bar:** Shows the application is terminated, the file is a Java Application, the path is C:\Program Files\Java\jdk-21\bin\javaw.exe, the date is 10-Apr-2025, and the time is 8:29:32 pm.

The screenshot shows a Java development environment with the following details:

- Project Structure:** The top bar shows three tabs: "Child.java", "Parent.java", and "DriverParent.java".
- DriverParent.java Content:** The code is as follows:

```
1 package polymorphism;
2
3 public class DriverParent {
4     public static void main(String[] args) {
5         Child c=new Child(); //method shadowing
6         c.display();
7     }
8 }
9
```

- Console Output:** The bottom panel displays the output of the application.
- Console Output Details:**
  - Termination message: "terminated> DriverParent [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:46:08 pm – 8:46:08 pm)"
  - Output text: "Children respect their Parents"

Child.java

Parent.java X

DriverParent.java

```
1 package polymorphism;
2
3 public class Parent {
4
5 void display() {
6     System.out.println("Parents are Love");
7 }
8
9 }
10
```

Console X



terminated> DriverParent [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:46:08 pm – 8:46:08 pm elap

children respect their Parents

The screenshot shows a Java IDE interface with the following details:

- Project Bar:** Shows three files: Parent.java, DriverParent.java (selected), and Child.java.
- Code Editor:** Displays the following Java code in the DriverParent.java file:

```
1 package polymorphism;
2
3 public class DriverParent {
4     public static void main(String[] args) {
5         Child c=new Child(); //method shadowing
6         c.display();
7         Parent p=new Parent();
8         p.display();
9     }
10 }
```
- Console Tab:** Labeled "Console X".
- Console Output:** Shows the output of the program:

```
<terminated> DriverParent [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:49:34 pm – 8:49:34 pm elapsed: 0:00:00)
Children respect their Parents
Parents are Love
```
- Toolbar:** Standard Java IDE toolbar with icons for file operations, search, and other functions.

```
1 package polymorphism;
2
3 public class Child extends Parent{
4
5     void display() {
6         System.out.println("Children respect their Parents")
7     }
8
9
10
```

Console X

<terminated> DriverParent [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:46:08 pm – 8:46:08 pm elapsed: 0:00:0)

Children respect their Parents

The screenshot shows a Java development environment with the following details:

- Top Bar:** Standard window controls (minimize, maximize, close) and a search icon.
- Toolbar:** Includes icons for back, forward, search, and other navigation functions.
- Project Explorer:** Shows three files: Person.java, Actor.java, and DriverActor.java (the active file).
- Code Editor:** Displays the code for DriverActor.java. The code creates a Person object and prints its name, then creates an Actor object and prints its name. The Actor.println call is currently selected.
- Console Tab:** Labeled "Console" with a "X" button.
- Console Output:** Shows the terminal output of the application. It displays two lines of text: "Kattappa" and "BhallalDev".
- Bottom Bar:** Standard window controls and a toolbar with various icons.

```
2
3 public class DriverActor {
4
5     public static void main(String[] args) {
6         Person p=new Person();
7         System.out.println(p.name);
8         Actor a=new Actor();
9         System.out.println(a.name);|
10    }
11 }
```

<terminated> DriverActor [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (10-Apr-2025, 8:34:44 pm – 8:34:44 pm el)

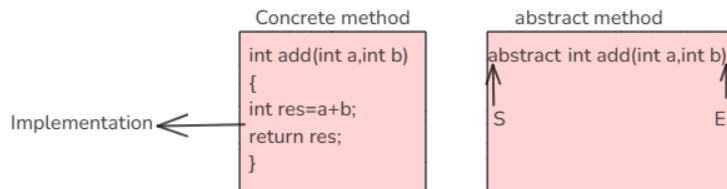
Kattappa  
BhallalDev

## Abstraction

It is the process of hiding the actual implementation and exposing only the necessary information to the user

- it is an overview
- >hiding the unnecessary and showing the necessary implementation

### Abstract method :



-->A method which is having implementation is known as Concrete method

-->A method which is prefixed with abstract keyword and doesnot have implementation is known as abstract method.

-->we cannot execute abstract method because it doesnot have body

-->it should be started with abstract keyword/abstract modifier and end with semicolon

#### //concrete class

```
Ex : class Example {  
    //create abstract method  
    abstract int add(int a,int b);  
}
```

-->An incomplete method is not allowed in regular class

--> class is by default concrete in nature(full/complete)

Abstract Component : An incomplete component is considered as Abstract Component.

There are 2 Components

- 1)abstract class
- 2)interface

### abstract class :

-->the main purpose is to support abstract method

Def : it is an abstract component which can have both abstract and concrete methods in it

#### Syntax :

```
abstract class ClassName{  
    //abstract methods  
    //concrete methods  
    //variables //initializers  
}
```

-->whatever we write in normal class,we can write here , The extra Component is abstract method.

#### Ex :

```
abstract class Example2{  
    abstract void demo();  
}
```

### When we should make a class abstract ??

```
abstract class Example{  
    abstract void demo();  
}
```

```
class Example2 extends Example {  
}
```

-->abstract method is also inherited

-->it is mandatory to make class as abstract or override the method.

-->if a class contains atleast one abstract method either declared or inherited but not overridden, it is mandatory to make the class as abstract.

CTE

#### Characteristics of abstract class :

1)it can have abstract methods and concrete methods  
 2)abstract class cannot be instantiated.  
 -->creation of object for abstract class is restricted  
 -->we can have Constructors inside abstract class  
 extra included is abstract method.

```
Ex : abstract class Student{
    String name;
    Student(string name){
        this.name=name;
    }
    void demo( ) {  

        Sopln("hai from concrete method");
    }
    abstract void bunk();
}
```

Student s1=new Student( ); → CTE  
 Student s2; ✓

```
abstract class Test1{ ✓ }
```

```
abstract class Test2{  

    abstract void demo();
}
```

```
abstract class Test3{  

    abstract static void demo();
}
```

-->we cannot make static method as abstract  
-->The concept of Abstraction is valid only for non-static members

```
abstract class Test4{  

    public final static void test(){ ✓ }
}
```

-->it allows more than one modifier

Create a class with following Components  
 1)abstract method add with 2 int args and return int  
 2)abstract method div with 2 int args and return int  
 3)abstract method mul with 2 int args and return int  
 4)concrete method sub with 2 int args and return int

#### to inherit abstract class and Implementation of abstract method :

ex :

```
abstract class Demo{  

    abstract void test();
}

class Example extends Demo{ X  

    }  

    abstract method also inherited  

    but CTE
```

Case 1 : make class example abstract  
 Case 2 : override the inherited abstract method

```
abstract class Demo2{  

    abstract component  

    abstract void test(); → abstract layer  

    } → overview is available
```

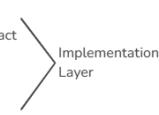
```
class Example extends Demo2{  

    //provide the implementation for abstract  

    method  

    void test( ){  

        Sopln("hello");
    }
}
```



Entire application can be break into 2 layers  
 1)abstract layer      2)implementation Layer

↓                          ↓  
 abstract layer can be developed by one person      implementation layer can be developed by another person  
 -->implementation layer should follow the signature of abstract layer

-->Implementation layer contains of Concrete classes  
 -->Concrete classesn contains only Concrete methods(Implementations)  
 abstract methods X

ex :

```
abstract class Student{  

    void attendClass( ){  

        Sopln("Gain Knowledge");
    }
}

-->can we create directly an object X  

-->it is a non-static method , Object creation is compulsory  

-->if we want to use a non-static method of abstract class,  

then we need a concrete implementing class
```

```
class StudentImplemented extends Student{  

    p s v m(s[] args){  

        new StudentImplemented().attendClass();
    }
}
```

```
1 package abstraction;  
2  
3 class Example {  
4 abstract void demo(); //abstract method  
5 }  
6
```

```
1 package polymorphism;
2
3 public class DriverRosy {
4 public static void main(String[] args) {
5 Rosy r=new Rosy();
6 r.demo();
7 r=new Dingi(); //Upcasting
8 r.demo();
9
10 }
11 }
```

Console X

<terminated> DriverRosy [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (11-Apr-2025, 7:48:12 pm – 7:48:13 pm elapsed: 0:00:00.265) [pid: 6196]

Hey Dingii  
Learn Classical  
No mummaa  
Let me do Salsa with my Dinga  
No mummaa  
Let me do Salsa with my Dinga

Test.java Rosy.java × Dingi.java \*DriverRosy.java

```
1 package polymorphism;
2
3 public class Rosy {
4     void demo() {
5         System.out.println("Hey Dingii");
6         System.out.println("Learn Classical");
7     }
8 }
9
```

Console ×

<terminated> DriverRosy [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (11-Apr-2025, 7:48:12 pm - 7:48:13 pm elapsed: 0:0)

Hey Dingii

Learn Classical

No mummaa

Let me do Salsa with my Dinga

No mummaa

Let me do Salsa with my Dinga

A screenshot of a Java Integrated Development Environment (IDE) showing the code for a class named `Student`. The code is contained within a file named `Student.java`, which is currently selected in the tab bar. The code itself is an abstract class with a constructor and two methods: `demo()` and `bunk()`.

```
1 package abstraction;
2
3 abstract class Student {
4     String name;
5     Student(String name){//Constructor
6         this.name=name;
7     }
8     void demo(){ //Concrete Method
9         System.out.println("Hello from Concrete method");
10    }
11    abstract void bunk();
12 }
13
```

```
1 package abstraction;
2
3 public class Studentdriver {
4 public static void main(String[] args) {
5     Student s1;
6     s1=new Student();
7
8 }
9
10
```

Console X

<terminated> Studentdriver [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (12-Apr-2025, 7:46:17 pm - 7:46:18 pm elapsed: 0:00:00.301) [pid: 11116]

Exception in thread "main" java.lang.Error: Unresolved compilation problem:  
 Cannot instantiate the type Student

at abstraction.Studentdriver.main(Studentdriver.java:6)

Example.java

Example2.java

Student.java

Studentdriver.java

Test.java

Testdriver.java

```
1 package abstraction;  
2  
3 class Testdriver extends Test {  
4     void demo() { //Overriding  
5         System.out.println("Hai");  
6     }  
7 }  
8
```

Console

\*Example.java X

```
1 package abstraction;  
2  
3 abstract class Example {  
4     abstract void demo();  
5 }  
6
```

```
1 package abstraction;
2
3 abstract class Test {
4     abstract static void demo();
5 }
6
```

The abstract method demo in type Test can only set a visibility modifier, one of public or protected

```
Test.java Rosy.java Dingi.java *DriverRosy.java
1 package polymorphism;
2
3 public class Dingi extends Rosy {
4 void demo() {
5     System.out.println("No mummaa");
6     System.out.println("Let me do Salsa with my Dinga");
7 }
8 }
9
```

Console X

<terminated> DriverRosy [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (11-Apr-2025, 7:48:12 pm – 7:48:13 pm elapsed: 0:00:00.265) [pid: 6196]

Hey Dingii

Learn Classical

No mummaa

Let me do Salsa with my Dinga

No mummaa

Let me do Salsa with my Dinga

```
2
3 abstract class Testdriver extends Test {
4 //void demo() { //Overriding
5 //    System.out.println("Hai");
6 //}
7 }
8 |
```

The screenshot shows a Java IDE interface with a toolbar at the top containing various icons for file operations, search, and navigation. Below the toolbar is a tab bar with several open files: Example.java, Example2.java, Student.java, Studentdriver.java, \*Test.java, and Testdriver.java. The Testdriver.java file is currently active and displayed in the main editor area.

```
1 package abstraction;
2
3 //Implementation layer
4 abstract class Testdriver extends Test {
5 void demo() {//Overriding
6     System.out.println("Hai");
7 }
8 }
9
```

A screenshot of a Java IDE interface. The top menu bar has various icons. Below it is a tab bar with several tabs: Example.java, Example2.java, Student.java, Studentdriver.java, Test.java, Testdriver.java, and Studentimplemented.java (which is currently active). The main editor area contains the following Java code:

```
1 package abstraction;
2
3 class Studentimplemented extends Student{
4     public static void main(String[] args) {
5         new Studentimplemented().attendClass();
6     }
7
8 }
```

The code uses color-coded syntax highlighting: package, class, and interface names are blue; type names like String are green; and keywords like public, static, void, and main are orange. The main method body and the call to attendClass() are also highlighted in green. The code editor has a dark background.

Below the editor is a toolbar with several icons. At the bottom of the screen is a console window titled "Console". The console output shows the application has terminated successfully:

```
<terminated> Studentimplemented [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (12-Apr-2025, 9:05:45 pm – 9:05:45 pm elapsed: 0:00:00.294) [pid: 9480]
```

At the very bottom center of the screen, the text "Gain Knowledge" is displayed in a light gray font.

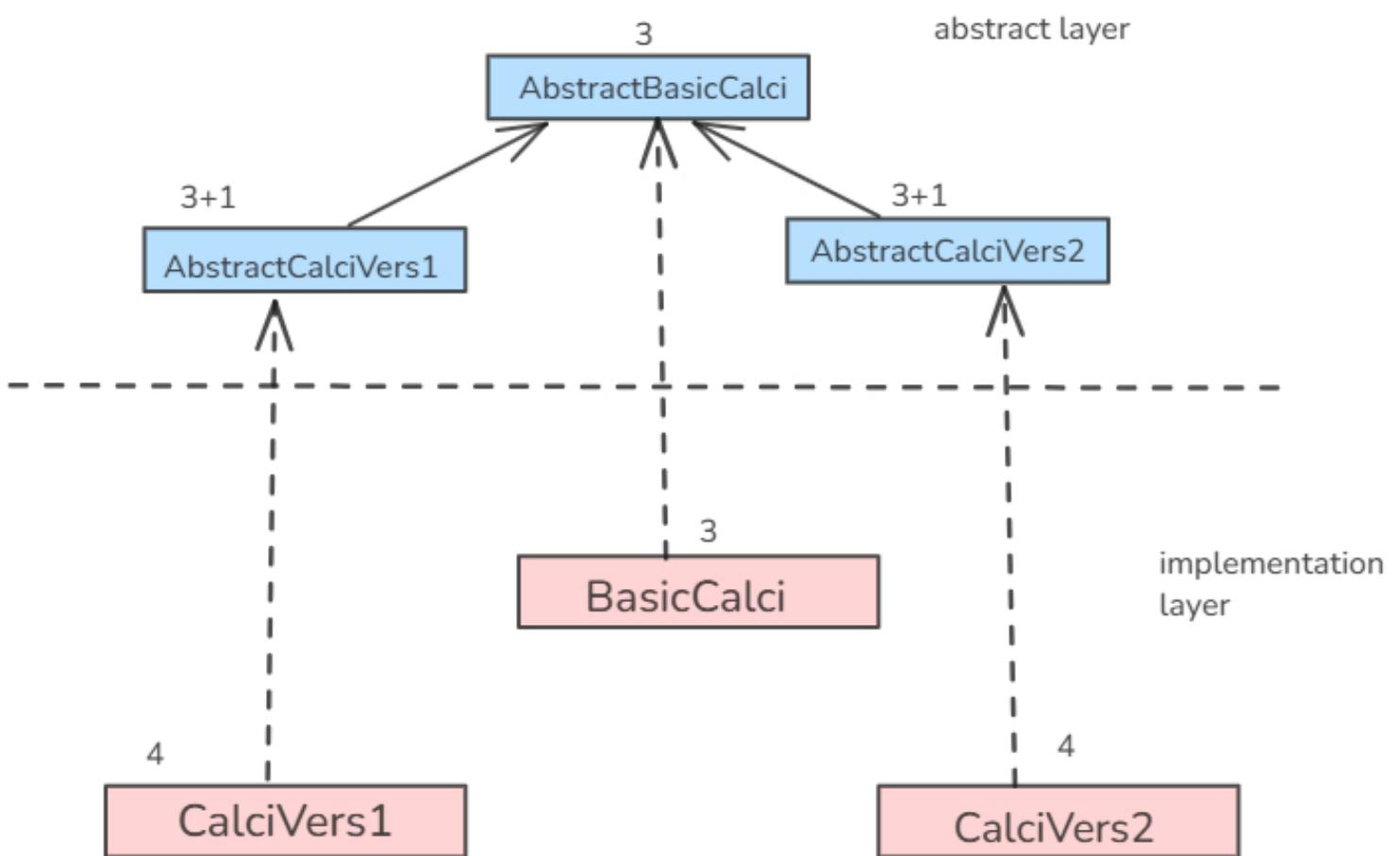
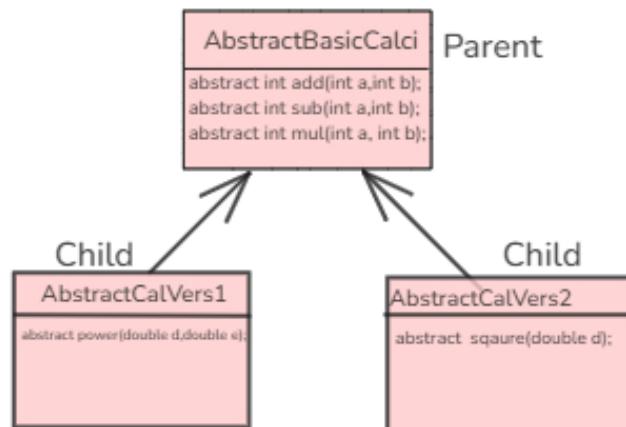


Example.java Example2.java Student.java Studentdriver.java \*Test.java

```
1 package abstraction;  
2 //abstract layer  
3 abstract class Test {  
4 abstract void demo();  
5 }  
6
```

```
1 package abstraction;
2 //make class as abstract
3 //Implementation layer
4 abstract class Testdriver extends Test {
5
6 }
7
```

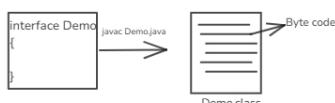
Example :



Interface : it is a keyword which is used to create an abstract component

Syntax : `interface Name{ }`

-->we can create interface inside Java File  
-->if we compile the interface , we will get class file itself



-->The name of the classfile is same as Interface name

Examples :

```
interface Demo1 { void test(); }
```

-->it is a non-static abstract method.  
-->test() is by default abstract and public in interface

```
interface Demo2{ void test(){ System.out.println("Hai"); }}
```

X -->it is a concrete method  
-->whenever we create non-static method by default it will be abstract , hence we cannot create body  
-->interface cannot have concrete non-static methods

```
interface Demo3{ public static void main(String[] args){ System.out.println("Hai"); }}
```

-->it is successfully compiled and executed  
-->interface allows static methods  
-->public static methods are allowed  
-->we can use interface for execution

```
interface Demo4{ public static final int a=10; }
```

-->a is a variable which is static and visibility is public  
-->final means we cannot modify

```
interface Demo1 { public static final int a=10; int b=20; public static void main(String[] args) { System.out.println(a); Demo1.a=20; }}
```

X -->we cannot re-initialize the final variables

```
interface Demo1 { int b=20; public static void main(String[] args) { System.out.println(b); Demo1.b=15; }}
```

X -->whenever we create variable non-static inside the interface , by default it is static public and final  
-->we have to initialize the variable because by default t is final  
-->final variables must be initialized

```
interface Demo5{ Demo5( ){ }}
```

X -->Constructors are not allowed

What can we Create Inside Interface ???

- 1)public abstract non-static methods is allowed
- 2)public static final variables is allowed
- 3)static method is allowed(from jdk 8)

What are not allowed inside Interface ???

- 1)non-static variables are not allowed
- 2)initializers are not allowed
- 3)non-public abstract methods are not allowed
- 4)non-public static methods are not allowed

with respect to interfaces , we can achieve inheritance in 2 ways

- 1)inheritance between interface and interface
- 2)inheritance between class and interface

Note : we can achieve inheritance between class and interface



a class can inherit an interface but an interface cannot inherit a class

#### What can we Create Inside Interface ???

- 1)public abstract non-static methods is allowed
- 2)public static final variables is allowed
- 3)static method is allowed(from jdk 8)

#### What are not allowed inside Interface ???

- 1)non-static variables are not allowed
- 2)initializers are not allowed
- 3)non-public abstract methods are not allowed
- 4)non-public static methods are not allowed

with respect to interfaces , we can achieve inheritance in 2 ways

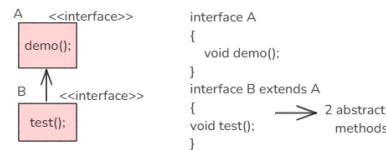
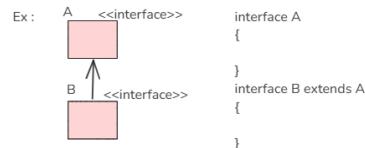
- 1)inheritance between interface and interface
- 2)inheritance between class and interface

Note : we can achieve inheritance between class and interface

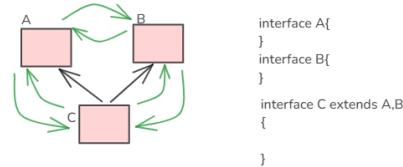


a class can inherit an interface but an interface cannot inherit a class

--> we can achieve inheritance between 2 interfaces using extends keyword

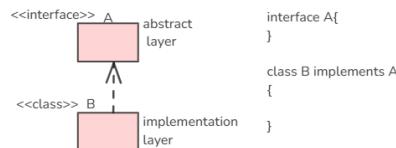


Note : with the help of interface we can achieve multiple inheritance

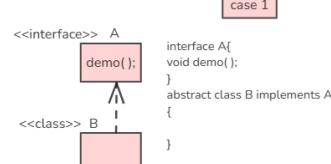


#### class and interface :

-->we can achieve inheritance between class and interface with the help of implements keyword



Ex :

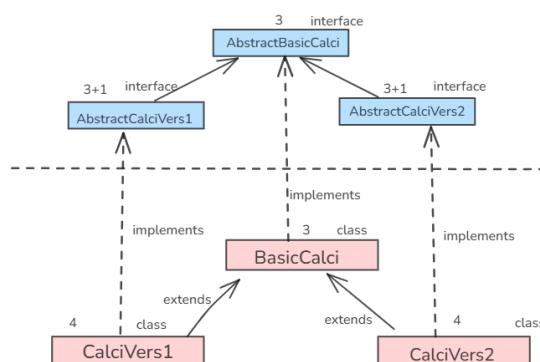


case 1

interface A{  
void demo();  
}  
class B implements A{  
-----  
}

case 2

interface A{  
void demo();  
}  
class B implements A{  
void demo(){  
-----  
}  
}



### Object Class

- >built in class
- >java.lang package
- >by default Object class members are imported by the compiler
- >Object class is the supermost parent class for all the classes in Java
- >in object class we have 11 non-static methods

Ex

```
class Book
{
}
```

```
Book b1=new Book();
```

- > inside Book 11 non-static methods are available
- >we can change the implementation of those methods by Overriding

```
class Book {
    void read() {
    }
}
```

11 inherited methods  
1 incorporated method

#### 11 non-static methods :

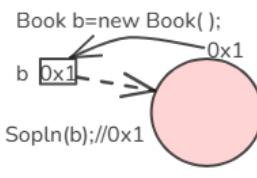
1. public String toString()
2. public boolean equals(Object o)
3. public int hashCode()
4. protected void finalize()
5. final public void wait()
6. final public void wait(long l)
7. final public void wait(long l, int i)
8. final public void notify()
9. final public void notifyAll()
10. protected Object clone()
11. final public void getClass()

#### toString() : public String toString()

- >toString() returns String
- >it is a no argument method
- >toString() give you the logical address in String Format
- >it modifies the address into hexadecimal value

```
ClassName@HexaDecimal
```

#### What happens when Object reference is printed in Java ???



actual address

- > we don't get the actual address, we get some data which is returned by the toString()

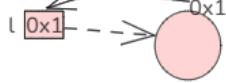
- >toString() will give the address
- >it takes name of the class
- >converts real address to hexadecimal number
- >concatenate both ClassName and hexadecimal number and gives String

```
class Laptop{}
```

```
Laptop l=new Laptop();
```

}

```
Sopln(l); // Laptop@hexaDecimal
```





B.java X

```
1 package interfacee;  
2  
3 interface B {  
4  
5 }  
6
```

C.java X

```
1 package interfacee;  
2  
3 interface C extends A,B{  
4  
5 }  
6
```

A.java X

```
1 package interfacee;  
2  
3 | interface A {  
4  
5 }  
6
```

Writable

Smart Insert

3:1:23

equals(Object o) : public boolean equals(Object o)

-->after execution it return true or false

-->the type of formal argument is object

Generalized  
Container

-->to compare the reference of current object with passed object

-->if the reference is same , it returns true

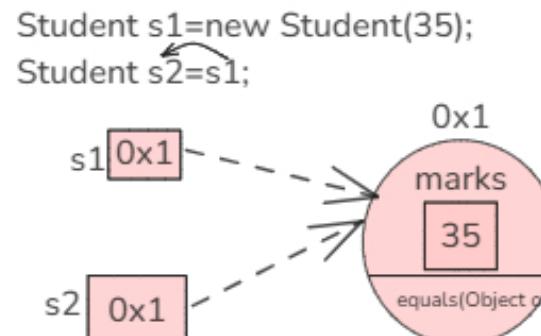
-->if the reference is not same, it returns false

-->it can accept only 1 argument

Current\_Obj\_Ref . equals(Other\_Obj\_Ref)

```
Ex : class Student{  
    double marks;  
    Student(double marks){  
        this.marks=marks;  
    }  
}
```

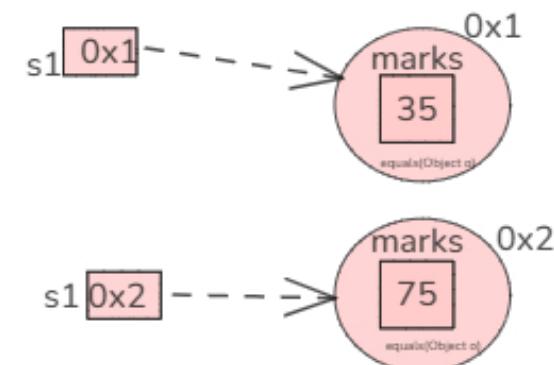
Case 1 :



```
Sopln(s1==s2); //true  
Sopln(s1.equals(s2));//true
```

Case 2:

```
Student s1=new Student(35);  
Student s2=new Student(75);
```



```
Sopln(s1==s2); // false  
Sopln(s1.equals(s2)); // false
```

Why to override the equals( ):

-->To compare the states of an Object , we need to override equals method.

-->it should compare the properties of current object  
with properties of passed object

hashCode( ): public int hashCode( )

- >hashCode( ) is to check hash values
- >if 2 objects are equal (obj1.equals(obj2)) returns true , then thier hashcode must be same

**STRINGS**

- > enclosed within double quotes
- >String is a group of Characters
- >In java we represent String with "
- >In Java , String is stored using Object
- >In Java , to store the String we have 3 Built-in Classes

1)java.lang.String  
2)java.lang.StringBuilder  
3)java.lang.StringBuffer

**java.lang.String :**

- >It is a primitive Datatype
- >The object class methods such as  
    `toString()  
    `equals(Object o)  
    `hashCode()` is overridden
- Constructors of String Class :**

  - 1) String ()
  - 2)String(String)
  - 3)String(char[])
  - 4)String(StringBuilder)
  - 5)String(StringBuffer)

-->any data written within " " is known as String Literal

**Ex:**

String s1="Hello";  
String s2="Hai";  
String s3="Hai";  
s1 [0x1] → Hello  
s2 [0x2] → Hai  
s3 [0x2] → Hai  
Sopln(s2==s3); // true

**Ex:**

String s1="Hello"; s1 [0x1] → Hello  
String s2=s1;  
String s3="hi";  
s2 [0x1] → Hai  
s3 [0x2] → hi  
Sopln(s2==s3); // false  
Sopln(s1==s2); // true

**String Object using new keyword :**

**Syntax :**

```
new String( )  
new String(String)
```

String s1=new String("Hai");  
s1 [xxx] → Hai  
String s2="Hai";  
s2 [yyy] → Hai  
Sopln(s1==s2); // false  
Sopln(s1.hashCode()==s2.hashCode()); // true

**Characteristics of String :**

- 1)String is a Sequence of Characters  
you must use a String DataType, even the characters all are numeric  
int a=0056;  
Sopln(a);
- 2)We can find the length of the String by some inbuilt method  
String name="Chinu";  
Sopln(name.length()); // 6
- 3)An empty String can be Created by giving only double quotes  
-->the length of an empty String is Zero  
-->the space is a character and it has length of 1  
String s=" ";  
System.out.println(s.length());
- 4)String is Immutable  
-->Once String Object is created , it cannot be modified  
-->any operation on String , actually creates a new String Object
- 5)Characters in a String are Indexed Starting from 0

"Hello"  
0 1 2 3 4

6)String is a Sequence of Characters or array of Characters

```
char[] c={'d','Y','n','g','a'};  
String s=new String(c); //dinga
```

**String Comparison:**

In Java we can compare the String in 3 ways

- 1.equals()  
2.compareTo()  
3.== operator

**1.equals() :** to compare the content of 2 Strings is same or not  
-->if content is same it returns True, else it returns false  
-->the return type is boolean

```
String s1="hai";  
String s2="by";  
boolean a=s1.equals(s2);  
Sopln(a); //false
```

String s1="Hai";  
String s2="Hai";  
boolean a=s1.equals(s2);  
Sopln(a); //true

**2.compareTo():**

it compares the two Strings  
-->if they are same ==equal it returns 0  
-->if s1 < s2 +ve Value  
-->if s1 > s2 -ve Value

**Syntax:** int compareTo(string)

```
String s1="hai";  
String s2="hai";  
int a=s1.compareTo(s2); //0
```

String s1="Hai";  
String s2="Hai";  
int a=s1.compareTo(s2); //32

**s1.compareToIgnoreCase(s2);**

it ignores corresponding case values  
int a=s1.compareToIgnoreCase(s2);

**3.== operator :**

it checks whether the reference of the 2 Strings is same or not  
-->if reference is equal it returns true, else it returns false

```
String s1="hai";  
String s2="hai";  
Sopln(s1==s2); // true
```

**Methods of String Class :**

- 1.concat()
- 2.length()
- 3.charAt()
- 4.compareTo()
- 5.equals()
- 6.startsWith()
- 7.endsWith()
- 8.indexOf()
- 9.lastIndexOf()
- 10.substring()
- 11.toLowerCase()
- 12.toUpperCase()
- 13.trim()
- 14.split()
- 15.replace()

Test.java

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //split( ) -
3 //Syntax : String split(String)
4 public class Test {
5 public static void main(String[] args) {
6     String s1="Hello to You";
7     String[] a=s1.split("lo");
8     System.out.println(a[0]);
9     System.out.println(a[1]);
10
11
12 }
13 }
```

Console

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 9:06:16 pm – 9:06:16 pm elapsed: 0:00:00.185) [pid

```
Hello
to You
```

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //subString( ) - it returns subString of Characters
3 //Syntax - String sunString(int i)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Truth is God";
7         String s2=s1.substring(6);
8         System.out.println(s2);
9     }
10 }
11
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:46:38 pm – 8:46:38 pm elapsed: 0:00:00.169) [pid: 2820]

is God

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //indexOf( ) - it returns index of first Occurrence of Substring
3 //Syntax : int indexOf(String s)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Welcome to Java";
7         String s2="to";
8         int n=s1.indexOf(s2);
9         System.out.println(n);
10    }
11 }
12
```

Console X



<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:29:39 pm – 8:29:40 pm elapsed: 0:00:00.209) [pid: 5292]

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //length( )
3 //Syntax : int length()
4 public class Test {
5 public static void main(String[] args) {
6     String s1="Hello World";
7     int l=s1.length();
8     System.out.println(l);
9
10 }
11 }
12
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:15:32 pm – 8:15:32 pm elapsed: 0:00:00.274) [pid: 1]

11

The screenshot shows a Java development environment with the following interface elements:

- Title Bar:** Contains standard window controls like minimize, maximize, and close.
- Toolbar:** Located at the top, featuring various icons for file operations, search, and navigation.
- Project Explorer:** On the left, shows a tree structure with a project named "E142" containing a "src" folder, which has a "stri" package and a "Test" class.
- Code Editor:** The main workspace displays the following Java code:

```
1 package stri;
2 //trim( )-it removes the blank spaces at begining and ending
3 //Syntax : String trim( )
4 public class Test {
5     public static void main(String[] args) {
6         String s1=" Network is Weak ";
7         String s2=s1.trim();
8         System.out.println(s2);
9     }
10 }
11
```
- Console Window:** At the bottom, titled "Console X", shows the output of the program:

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:59:29 pm – 8:59:29 pm elapsed: 0:00:00.172) [pid: 16016]
Network is Weak
```

The screenshot shows a Java IDE interface with the following details:

- Title Bar:** The title bar displays various icons, likely for file operations like save, open, and search.
- Project Explorer:** On the left, there's a tree view showing the project structure: E142 > src > stri > Test > main(String[]). The main class, Test.java, is selected.
- Code Editor:** The main area contains the code for Test.java. The code uses the `indexOf()` method of the `String` class to find the index of the substring "s" in the string "Welcome to Java". The result is printed to the console.

```
Test.java X
E142 src stri Test main(String[]) : void
1 package stri;
2 //indexOf( ) - it returns index of first Occurrence of Substring in r
3 //Syntax : int indexOf(String s)
4 public class Test {
5 public static void main(String[] args) {
6     String s1="Welcome to Java";
7     String s2="s"; //if it is not present it returns -1
8     int n=s1.indexOf(s2);
9     System.out.println(n);
10 }
11 }
12
```

The screenshot shows the Java IDE's console tab with the following details:

- Console Tab:** The tab is labeled "Console X".
- Output:** The console output shows the command run: "<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:30:54 pm – 8:30:54 pm elapsed: 0:00:00.173) [pid: 10332]".
- Output Content:** The output content is "-1", indicating that the substring "s" was not found in the string "Welcome to Java".

va X

I2 ► 📁 src ► 📁 stri ► 🌐 Test ► ● main(String[]) : void

```
package stri;
//indexOf( ) - it returns index of first Occurrence
//Syntax : int indexOf(String s)
public class Test {
    public static void main(String[] args) {
        String s1="Welcome to Java";
        String s2="s";//if it is not present it returns
        int n=s1.indexOf(s2);
        System.out.println(n);
    }
}
```

ole X

ed> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:30:54 pm – 8:30:54 pm elapsed: 0:0)

Test.java

E142 src stri Test main(String[]): void

```
1 package stri;
2 //toUpperCase( )-it converts lowercase characters of a String UpperCase ch
3 //Syntax : String toUpperCase( );
4 public class Test {
5     public static void main(String[] args) {
6         String s1="dinga";
7         String s2=s1.toUpperCase();
8         System.out.println(s2);
9
10    }
11 }
12
```

Console

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:56:06 pm - 8:56:06 pm elapsed: 0:00:00.186) [pid: 9380]

DINGA

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //toLowerCase( )-it converts uppercase characters of a String lowerCase ch
3 //Syntax : String toLowerCase( );
4 public class Test {
5 public static void main(String[] args) {
6     String s1="KaRmA";
7     String s2=s1.toLowerCase();
8     System.out.println(s2);
9
10 }
11 }
12
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:54:43 pm – 8:54:43 pm elapsed: 0:00:00.185) [pid: 16580]

karma

```
1 package stri;
2 //lastIndexof( ) - it returns index of last Occurrence of Substring in mai
3 //Syntax : int lastIndexof(String s)
4 public class Test {
5 public static void main(String[] args) {
6     String s1="Hakuna Matatata";
7     String s2="ta";
8     int a=s1.lastIndexOf(s2);
9     System.out.println(a);
10 }
11 }
12 }
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:39:30 pm – 8:39:31 pm elapsed: 0:00:00.180) [pid: 14556]

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //indexOf( ) - it returns index of first Occurrence of Substring in
3 //Syntax : int indexOf(String s)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Welcome to Java";
7         String s2="e";
8         int n=s1.indexOf(s2);
9         System.out.println(n);
10    }
11 }
12
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:30:04 pm – 8:30:04 pm elapsed: 0:00:00.186) [pid: 10436]

1

E142 src stri Test main(String[]) : void

```
1 package stri;
2
3 public class Test {
4     public static void main(String[] args) {
5         char[] c= {'j','a','v','a'};
6         String s=new String(c);
7         System.out.println(s);
8     }
9 }
10
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:01:29 pm – 8:01:29 pm elapsed: 0:00:00.213) [pid: 16308]

java

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //concat( )
3 //Syntax : concat(String)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Hello";
7         String s2="World";
8         String s3=s1.concat(s2);
9         System.out.println(s3);
10    }
11 }
12
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:13:09 pm – 8:13:10 pm elapsed: 0:00:00.175) [pid: 17324]

HelloWorld

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2
3 public class Test {
4     public static void main(String[] args) {
5         String s1="haI";
6         String s2="hai";
7         int b=s1.compareToIgnoreCase(s2);
8         System.out.println(b);
9     }
10 }
11
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 7:50:18 pm – 7:50:18 pm elapsed: 0:00:00.258) [pid: 18184]

-1

Test.java

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //startsWith( ) - it checks whether the String starts with Spec
3 //String or not
4 //Syntax : boolean startsWith(String s)
5 public class Test {
6     public static void main(String[] args) {
7         String s1="Hai Guys";
8         String s2="Hai";
9         boolean b=s1.startsWith(s2);
10        System.out.println(b);
11    }
12 }
13 }
```

Console

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:24:09 pm – 8:24:09 pm elapsed: 0:00:00.205) [pid: 8256]

true

The screenshot shows an IDE interface with a toolbar at the top, a file tree on the left, and a code editor and console window on the right.

**Code Editor:**

```
1 package stri;
2 //charAt( )- it returns char at specified position
3 //it accepts integer value as an argument
4 //Syntax :char charAt(int i)
5 public class Test {
6     public static void main(String[] args) {
7         String s1="Magic";
8         char c=s1.charAt(5);
9         System.out.println(c);
10    }
11 }
12 }
13 }
```

**Console Output:**

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:19:21 pm – 8:19:21 pm elapsed: 0:00:00.289) [pid: 9836]
Exception in thread "main" java.lang.StringIndexOutOfBoundsException: Index 5
    at java.base/jdk.internal.util.Preconditions$1.apply(Preconditions.java:47)
    at java.base/jdk.internal.util.Preconditions$1.apply(Preconditions.java:47)
    at java.base/jdk.internal.util.Preconditions$4.apply(Preconditions.java:101)
```

The screenshot shows a Java development environment with the following interface elements:

- Title Bar:** Displays the file name "Test.java X".
- Project Explorer:** Shows the project structure: E142 > src > stri > Test > main(String[]): void.
- Code Editor:** Contains the following Java code:

```
1 package stri;
2 //concat( )
3 //Syntax : concat(String)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Hello";
7         String s2="World";
8         // String s3=s1.concat(s2);
9         // System.out.println(s3);
10        String s4=s1+s2;
11        System.out.println(s4);
12    }
13 }
```
- Console Window:** Titled "Console X", it displays the output of the program:

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:13:59 pm - 8:13:59 pm elapsed: 0:00:00.263)
HelloWorld
```

File Edit Run Test mising(); void

```
1 package stri;
2 //charAt( )- it returns char at specified position
3 //it accepts integer value as an argument
4 //Syntax :char charAt(int i)
5 public class Test {
6     public static void main(String[] args) {
7         String s1="Magic";
8         char c=s1.charAt(3);
9         System.out.println(c);
10    }
11 }
12 }
13
```

Console X



<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:18:57 pm – 8:18:57 pm elapsed: 0:00:00.234) [pid: 10624]

i

The screenshot shows a Java application running in an IDE. The code in the editor is as follows:

```
1 package stri;
2 //endsWith( ) - it checks whether the String ends with Specified
3 //String or not
4 //Syntax : boolean endsWith(String s)
5 public class Test {
6     public static void main(String[] args) {
7         String s1="Hello Buddies";
8         String s2="ies";
9         boolean b=s1.endsWith(s2);
10        System.out.println(b);
11    }
12 }
13 }
```

The code uses the `endsWith` method to check if the string "Hello Buddies" ends with the string "ies". The output in the console is:

```
Console X
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:25:35 pm – 8:25:35 pm elapsed: 0:00:00.211) [pid: 1912]
true
```

The screenshot shows a Java code editor with the following code:

```
1 package stri;
2 //indexOf( ) - it returns index of first Occurrence of Substring in main()
3 //Syntax : int indexOf(String s)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Welcome to Java";
7         String s2="e";
8         int n=s1.indexOf(s2,5); //searches element from 5th index
9         System.out.println(n);
10    }
11 }
12
```

The code uses the `String.indexOf()` method to find the index of the character 'e' in the string "Welcome to Java". The search starts at index 5. The result is printed to the console.

The code editor interface includes:

- A toolbar with icons for file operations like Open, Save, and Close.
- A navigation bar showing the current file (\*Test.java), project (E142), and package (stri).
- A status bar at the bottom showing the console output and process details.

E142 src stri Test main(String[]): void

```
1 package stri;
2
3 public class Test {
4     public static void main(String[] args) {
5         String s1="haII";
6         String s2="hai";
7         int b=s1.compareToIgnoreCase(s2);
8         System.out.println(b);
9     }
10 }
11
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 7:52:33 pm – 7:52:33 pm elapsed: 0:00:00.230) [pid: 16716]

1

Test.java X

E142 src stri Test main(String[]) : void

```
1 package stri;
2 //split( ) -
3 //Syntax : String split(String)
4 public class Test {
5 public static void main(String[] args) {
6     String s1="Hai to Everyone";
7     String[] a=s1.split("to");
8     System.out.println(a[2]);
9
10
11 }
12 }
13
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 9:05:11 pm – 9:05:11 pm elapsed: 0:00:00.167) [pid: 18016]

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: Index 2 of an array with size 1  
at stri.Test.main(Test.java:8)

```
Test.java X
E142 src stri Test main(String[]): void
1 package stri;
2
3 public class Test {
4 public static void main(String[] args) {
5     String s="Hello";
6     char[] c=s.toCharArray(); //method which converts String to char array
7     //System.out.println(c);
8     System.out.println(c[0]);
9     System.out.println(c[1]);
10    System.out.println(c[2]);
11 }
12 }
13
```

```
Console X
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 8:05:04 pm – 8:05:04 pm elapsed: 0:00:00.237) [pid: 17752]
```

```
H  
e  
l
```

Test.java X

E142 src stri Test main(String[]): void

```
1 package stri;
2 //replaces( ) - it replace the old character with new String
3 //Syntax : String replace(char,char);
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Hello You";
7         String s2=s1.replace('H','Y');
8         System.out.println(s2);
9
10
11
12 }
13 }
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 9:10:55 pm – 9:10:55 pm elapsed: 0:00:00.187) [pid: 14952]

Yello You

The screenshot shows a Java development environment with the following details:

- Project Structure:** E142 > src > stri > Test
- Test.java Content:**

```
1 package stri;
2 //replaces( ) - it replace the old character with new String
3 //Syntax : String replace(char,char);
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Hakuna Matata";
7         String s2=s1.replace('a','e');
8         System.out.println(s2);
9
10
11
12    }
13 }
```

- Console Output:**

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (18-Apr-2025, 9:11:38 pm - 9:11:39 pm elapsed: 0:00:00.231) [pid: 10236]
Hekune Metete
```

```
1 package stri;
2
3 public class StringLiteral {
4     public static void main(String[] args) {
5         String s1="Hello";
6         String s2="Hai";
7         String s3=s2;
8         System.out.println(s2=="Hello");
9         System.out.println(s2==s3);
10    }
}
```

Console X

<terminated> StringLiteral [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (17-Apr-2025, 8:04:33 pm – 8:04:33 pm elapsed: 0:00:00.200) [pid: 7728]

false

true

StringLiteral.java X

E142 src stri StringLiteral main(String[]) : void

```
1 package stri;
2
3 public class StringLiteral {
4     public static void main(String[] args) {
5         String s1="Hello";
6         String s2="Hello";
7         System.out.println(s1==s2);
8     }
9
10 }
```

Console X

<terminated> StringLiteral [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (17-Apr-2025, 7:59:57 pm – 7:59:57 pm elapsed: 0:00:00.210) [pid: 10772]

true <terminated> StringLiteral [Java Application] C:\Program Files\Java\jdk-21\b

StringBuffer :

- >java.lang package
- >it allows us to create Mutable String
- >we can perform modifications of a String without creating the new object everytime

Characteristics :

1) Mutable : it provides the Flexibility to change the content

2) Synchronized :

3) performance Efficient -

4) memory : less memory consumption and improves performance

Constructors :

1) StringBuffer s=new StringBuffer();

↓  
( ) creates an empty StringBuffer with the initial capacity of 16/ it will have the capacity to store 16 characters

2) StringBuffer s=new StringBuffer(10);

↓  
(int capacity) - it creates a StringBuffer with the specified capacity as length

3) StringBuffer s=new StringBuffer("welcome");

↓  
(String s) - creates a StringBuffer with the specified String

methods of StringBuffer Class :

- 1)length()
- 2)capacity()
- 3)append()
- 4)insert()
- 5)reverse()
- 6)delete()
- 7)deleteCharAt()
- 8)replace()
- 9)charAt()
- 10)indexOf()
- 11)lastIndexOf()
- 12)setCharAt()

StringBuilder() :

- >it is mutable
- >Stringbuilder is same as StringBuffer except that it is non-Synchronized

non-Synchronized :

in StringBuilder we can access more than 1 thread at same time  
-->it is thread safe

The screenshot shows a Java development environment with the following details:

- Project Structure:** E142 > src > stri > Test
- Code Editor:** The current file is Test.java. The code uses a StringBuffer to store "Hyderabad" and prints the character at index 5 (which is 'e').

```
1 package stri;
2 //charAt( )-it returns the character at a Specified Index
3 //Syntax : char charAt(int)
4 public class Test {
5     public static void main(String[] args) {
6         StringBuffer sb=new StringBuffer("Hyderabad");
7         char c=sb.charAt(5);
8         System.out.println(c);
9     }
10    }
11 }
12 }
```

- Console Output:** The output window shows the application has terminated successfully with a duration of 0:00:00.331. The printed character is 'e'.

\*Test.java X

Test.java

Movie.java

Book.java

Employee.java

```
1 package stri;
2 //replace( ) - it replace a new String by specifying star
3 //and ending index
4 //Syntax : replace(start index,end index,String);
5 public class Test {
6     public static void main(String[] args) {
7         StringBuffer sb=new StringBuffer("Sneha");
8         sb.replace(0,4,"JavaScript");
9         System.out.println(sb);
10
11    }
12 }
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:10:08 pm – 8:10:08 pm elapsed: 0:00:00.219) [pid: 1619]

JavaScripta

The screenshot shows a Java development environment with the following details:

- Project Structure:** E142 > src > stri > Test
- Code Editor:** The current file is Test.java, showing the following code:

```
1 package stri;
2 //charAt( )-it returns the character at a Specified Index
3 //Syntax : char charAt(int)
4 public class Test {
5     public static void main(String[] args) {
6         StringBuffer sb=new StringBuffer("Hyderabad");
7         char c=sb.charAt(5);
8         System.out.println(c);
9     }
10 }
11 }
12 }
```
- Console:** The output of the program is displayed in the Console tab, showing the character 'a'.

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:13:56 pm - 8:13:57 pm elapsed: 0:00:00.331)
a
```

\*Test.java X

Test.java

Movie.java

Book.java

Employee.java

```
1 package stri;
2 //replace( ) - it replace a new String by specifying star
3 //and ending index
4 //Syntax : replace(start index,end index,String);
5 public class Test {
6     public static void main(String[] args) {
7         StringBuffer sb=new StringBuffer("Sneha");
8         sb.replace(0,4,"JavaScript");
9         System.out.println(sb);
10
11    }
12 }
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:10:08 pm – 8:10:08 pm elapsed: 0:00:00.219) [pid: 1619]

JavaScripta

The screenshot shows a Java development environment with the following details:

- Toolbar:** Standard icons for file operations, search, and navigation.
- Project Explorer:** Shows the project structure: E142 > src > stri > Test > main(String[]): void.
- Code Editor:** The file Test.java contains the following Java code:

```
1 package stri;
2 //reverse( )- to reverse the content of StringBuffer Obj
3 //Syntax : reverse( );
4 public class Test {
5     public static void main(String[] args) {
6         StringBuffer sb=new StringBuffer("Programming");
7         sb.reverse();
8         System.out.println(sb);
9     }
10 }
11
```
- Console Tab:** Labeled "Console X".
- Console Output:** Displays the output of the program: "gnimmargorP".
- System Information:** The output line includes details about the run: "<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:06:40 pm – 8:06:40 pm elapsed: 0:00:00.279) [pic]".

The screenshot shows a Java development environment with the following details:

**Project Structure:** E142 > src > stri > Test

**Code Editor (Test.java):**

```
1 package stri;
2 public class Test {
3     public static void main(String[] args) {
4         StringBuffer sb=new StringBuffer(-5);
5         System.out.println(sb.capacity());
6     }
7 }
8 }
9
```

**Console Output:**

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:36:59 pm – 8:36:59 pm elapsed: 0:00:00.300) [pid: 1689]
1 thread "main" java.lang.NegativeArraySizeException: -5
java.base/java.lang.AbstractStringBuilder.<init>(AbstractStringBu
java.base/java.lang.StringBuffer.<init>(StringBuffer.java:146)
stri.Test.main(Test.java:4)
```

The screenshot shows a Java development environment with the following details:

- Project Structure:** E142 > src > stri > Test
- Code Editor:** The file Test.java contains the following code:

```
1 package stri;
2 //setCharAt( )-it set the character at a Specified Index
3 //Syntax : setCharAt(index,char)
4 public class Test {
5     public static void main(String[] args) {
6         StringBuffer sb=new StringBuffer("Banglore");
7         sb.setCharAt(0, 'M');
8         System.out.println(sb);
9     }
10 }
11
```
- Console Output:** The console window shows the output of the program:

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:16:59 pm – 8:16:59 pm elapsed: 0:00:00.202) [pid: 1123]
Manglore
```
- Toolbars and Status Bar:** The bottom of the interface includes standard Java IDE toolbars and a status bar indicating the current file is Writable and has 26 lines of code.

```
Test.java X Test.java Movie.java Book.java Employee.java
E142 src stri Test main(String[]): void
1 package stri;
2 //delete( )-it is used to delete some text from StringBuffer
3 //Syntax : delete(start index,end index);
4 public class Test {
5 public static void main(String[] args) {
6     StringBuffer sb=new StringBuffer("JavaClass");
7     sb.delete(0,4);
8     System.out.println(sb);
9
10 }
11 }
12
```

Console X



<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:02:44 pm – 8:02:44 pm elapsed: 0:00:00.235) [pid: 1050]

Class

```
1 package stri;
2 //append( ) - it allows to append/add the content at the
3 //end of the StringBuffer Object
4 //Syntax : append(String) or append(int)
5 public class Test {
6     public static void main(String[] args) {
7         StringBuffer sb=new StringBuffer("Hello");
8         sb.append("Dinga");
9         sb.append(5);
10        System.out.println(sb);
11    }
12 }
```

Console X

<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 7:50:08 pm – 7:50:08 pm elapsed: 0:00:00.237) [pid: 1482]

HelloDinga5true

```
1 package com;
2 //insert( )-it will insert text into the SB object at
3 //Specified Position
4 //Syntax : insert(index,String)
5 //           insert(index,char)
6 //           insert(index,int)
7 public class Test {
8 public static void main(String[] args) {
9     StringBuffer sb=new StringBuffer("Java");
10    sb.insert(1,"ii");
11    sb.insert(2, 'a');
12    sb.insert(0, 5);
13    System.out.println(sb);
14}
```

Console X



<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 7:59:32 pm – 7:59:32 pm elapsed: 0:00:00.232) [pid:

5Jiaiava

J Test.java X

J Test.java

J Movie.java

J Book.java

J Employee.java

► E142 ► src ► stri ► Q Test ► main(String[]) : void

```
1 package stri;
2 deleteCharAt( )-it is used to delete at Specified Position
3 Syntax : deleteCharAt(index);
4 public class Test {
5 public static void main(String[] args) {
6     StringBuffer sb=new StringBuffer("JavaClass");
7     sb.deleteCharAt(0);
8     System.out.println(sb);
9
10
11
12
```

Console X



<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 8:04:24 pm – 8:04:24 pm elapsed: 0:00:00.190) [pid: 9]

avaClass

The screenshot shows a Java code editor interface with the following details:

- Toolbar:** Shows tabs for \*Test.java, Test.java, Movie.java, Book.java, and Employee.java.
- Project Explorer:** Shows the project structure: E142 > src > stri > Test > main(String[]): void
- Code Editor:** Displays the following Java code:

```
1 package stri;
2 //capacity( ) - it returns how many characters are allocated for StringBuffer
3 //Syntax : int capacity( );
4 public class Test {
5     public static void main(String[] args) {
6         StringBuffer sb=new StringBuffer("Capacity");
7         int b=sb.capacity();
8         System.out.println(b);
9     }
10    }
11 }
12 }
```

The screenshot shows the Eclipse IDE interface with the following details:

- Top Bar:** Shows five tabs: Test.java (active), Test.java, Movie.java, Book.java, and Employee.java.
- Project Explorer:** Shows the project structure: E142 > src > stri > Test > main(String[]): void
- Code Editor:** Displays the Java code for Test.java. The code uses the split() method to split a string into an array of strings based on the delimiter "to".

```
1 package stri;
2 //split( ) - it is used to split the given String into an array of Strings
3 //Syntax : String split(String)
4 public class Test {
5     public static void main(String[] args) {
6         String s1="Welcome to Java";
7         String[] a=s1.split("to");
8         System.out.println(a[0]);
9         System.out.println(a[1]);
10    }
11 }
12 }
```

The screenshot shows a Java development environment with the following details:

- Project Structure:** E142 > src > stri > Test
- Code Editor:** The file Test.java contains the following code:

```
1 package stri;
2 //length( )- it gives the length of the StringBuffer Obj
3 //Syntax : int length( );
4 public class Test {
5     public static void main(String[] args) {
6         StringBuffer sb=new StringBuffer("Hello");
7         int a=sb.length();
8         System.out.println(a);
9     }
10    }
11 }
12 }
```
- Console Output:** The console window shows the output of the application.

```
<terminated> Test (13) [Java Application] C:\Program Files\Java\jdk-21\bin\javaw.exe (19-Apr-2025, 7:40:55 pm - 7:40:55 pm elapsed: 0:00:00.122) [pid: 9464]
```