





Day 6

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 Tags	Java

Design Pattern

Design Pattern

Dynamic

Interface

Static

Abstract Class

Relationship between classes

Association

Knowledge of

Represent by Line

Aggregation

Part of

Composition

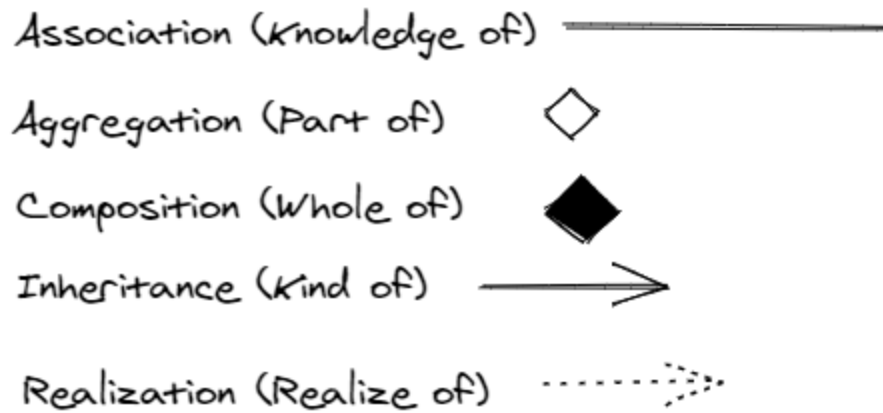
Whole of

Inheritance

Kind of

Realization

Realize of



Links are between object


And relationship is between classs

Links are dynnamaic

And relationship is static

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Inner Class

Better encapsulation

Anonymous Inner Class

Inner Class

Private Inner Class

Method Inside Class

```
package day6;  
public class InnerClassDemo {  
    public static void main(String[] args) {  
        //Cola campCola=new CampCola();  
    }  
}
```

```

        //Cola campCola=new Kalimark().new CampCola();
        //Cola campCola=new Kalimark().trojan(); //or I can also do hacking...
        Pepsi pepsiCo=new Pepsi();
        Kalimark kali=new Kalimark();

        //pepsiCo.setCola(campCola);
        //kali.setCola(campCola);
        kali.sellBovontoCola();
        pepsiCo.sellPepsiCola();

    }
}
//abstract class Cola{
//    public abstract void makeCola();
//}
interface Cola{
    public void makeCola();
}
class Pepsi{
    private Cola cola;
    public void setCola(Cola cola) {
        this.cola=cola;
    }
    public void sellPepsiCola() {
        //Pepsi purchases cola from campCola and fills it in pepsi bottle
        cola.makeCola();
        System.out.println("Pepsi cola ready...");
    }
}
class Kalimark{
    private Cola cola;
    public void setCola(Cola cola) {
        this.cola=cola;
    }
    public static void makeBovontoCola() {
        System.out.println("campa cola logic copied..to create cola....");
    }
    public void sellBovontoCola() {
        //local inner class - a class defined inside a method...
        //    class CampCola extends Cola{
        //        @Override
        //        public void makeCola() {
        //            System.out.println("campa cola create cola....");
        //        }
        //    }
        //merging
        //anonymous inner classes (1. anonymous 2. method refrencing 3. Lambda)
        //1. anonymous
        //    new Cola() {
        //        @Override
        //        public void makeCola() {
        //            System.out.println("campa cola create cola....");
        //        }
        //    }
        //    }.makeCola();

```

```

//2. Method refrencing - (this works only with interfaces)
//Cola cola=Kalimark::makeBovontoCola;


//3. Lamda - (this also works only with interfaces)
Cola cola=()->{
    System.out.println("campa cola logic copied to create cola .....-lambda way");
};
//Pepsi purchases cola from campacola and fills it in pepsi bottle
//setCola(new CampaCola());
cola.makeCola();
System.out.println("bovonto cola ready...");
}

// public Cola trojan() {
//     return new CampaCola();
// }
}

```

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Functional Interface

- Should only have one method
- Rather should have a only one interface
- Interface always defined by keyword interface
- And the method is by default abstract
- @functionalInterface annotation can be used for checking

Lamda

```

package ga.veee.day6;

public class Lamda {
    public static void main(String[] args) {
        String name = "RajaRani";
        MyInter myInter = () -> {
            int i = 10 + 10;
            System.out.println("The value of addition is..." + i);
            System.out.println("Name.." + name);
        };
    }
}

```

```

};
//myInter.met();
new Lamda().myMethod(myInter);

MyInter2 myInter2 = (int i, String s) -> {
    System.out.println("The value of addition is..." + i + i);
    System.out.println("Name..." + s);
};
myInter2.met(10, "ramuramu");

MyInter3 myInter3 = (s) -> {
    return "The name is..." + s;
};

System.out.println(myInter3.met("ramu"));
}

public void myMethod(MyInter myI) {
    System.out.println("my method is called.....");
    myI.met();
}
}

@FunctionalInterface
// this interface should have only one method...
interface MyInter {
    public void met();
}

interface MyInter2 {
    public void met(int i, String s);
}

interface MyInter3 {
    public String met(String s);
}

```

MehodRef

```

package ga.veee.day6;

public class MethodRef {
    public MethodRef() {
        // TODO Auto-generated constructor stub
    }

    String name = "ramu";

    public void met1() {
        int i = 10 + 10;
        System.out.println("The value of addition is..." + i);
    }
}

```

```

        System.out.println("Name..." + name);
    }

    public MethodRef(int i, String s) {
        System.out.println("The value of addition is..." + (i + i));
        System.out.println("Name..." + s);
    }

    public static String met3(String s) {
        return "The name is..." + s;
    }

    public static void main(String[] args) {
        MyInter my1 = new MethodRef().met1; //non static method association
        my1.met();


        MyInter2 my2 = MethodRef.new; // this will point to the constructor...
        my2.met(10, "ramu");

        MyInter3 my3 = MethodRef.met3; // static method association..
        System.out.println(my3.met("ramu"));
    }
}

```

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Static Inner Class


- No bracket required while calling method

Object Creation

- Singleton

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