Day 5



sAbstract Class

- · Class which is used to represent a common noun
- · All common nouns are by default abstract
- · Represents kind of relationship
- · Used to create classification or part whole error
- Abstract overview
- Can have only one parent class
- · Always create in a hierarchy
- Top class should be abstract
- · Abstract class don't have object
- · Abstract class can have constructor and method
- Can have abstract methods

```
/An abstract class is a class which is used to represent a common noun
//All commons nouns are by default abstract
//Abstract class represents kind of relationship
//Helps to create classification or part whole hierarchy
//we classify for gaining 6 advantages...
//its compulsory that we declare the parent classification class as ABSTRACT
//Because abstracts don't exists in real life.
//for example - can u see Paint,car,bus,table,chair etc - they are abstract
//meaning of abstract is overview
package day5;
public class AbstractClassDemo {
  public static void main(String[] args) {
   PaintBrush brush=new PaintBrush();
    //dependency injection
   brush.paint=new RedPaint();
   brush.doPaint();
//paintbrush is closed for modification but open for extension
class PaintBrush{
 Paint paint;
 public void doPaint() {
   System.out.println(paint);
abstract class Paint{
```

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```
class RedPaint extends Paint{
}
class BluePaint extends Paint{
}
class PinkPaint extends Paint{
}
/*
    * with the help of inheritance we created a hierarchy.
    * we made the paintbrush reusable as an object
    * we eliminated if-else-condition
    * How to eliminate the if-else-if
    * a. convert the condition to classes.
    * b. Group them uner a hierarchy (inheritance)
    * c. Create a associaiton (relation) between the using (PaintBrush) class and Hierarchial classifier class (Paint)
*/
```

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