

Object Oriented Programming

Packages and Interfaces

Packages

- Packages are containers for classes
- They are used to keep the class name space compartmentalized. For example, a package allows you to create a class named List, which you can store in your own package without concern that it will collide with some other class named List stored elsewhere
- Packages are stored in a hierarchical manner and are explicitly imported into new class definitions

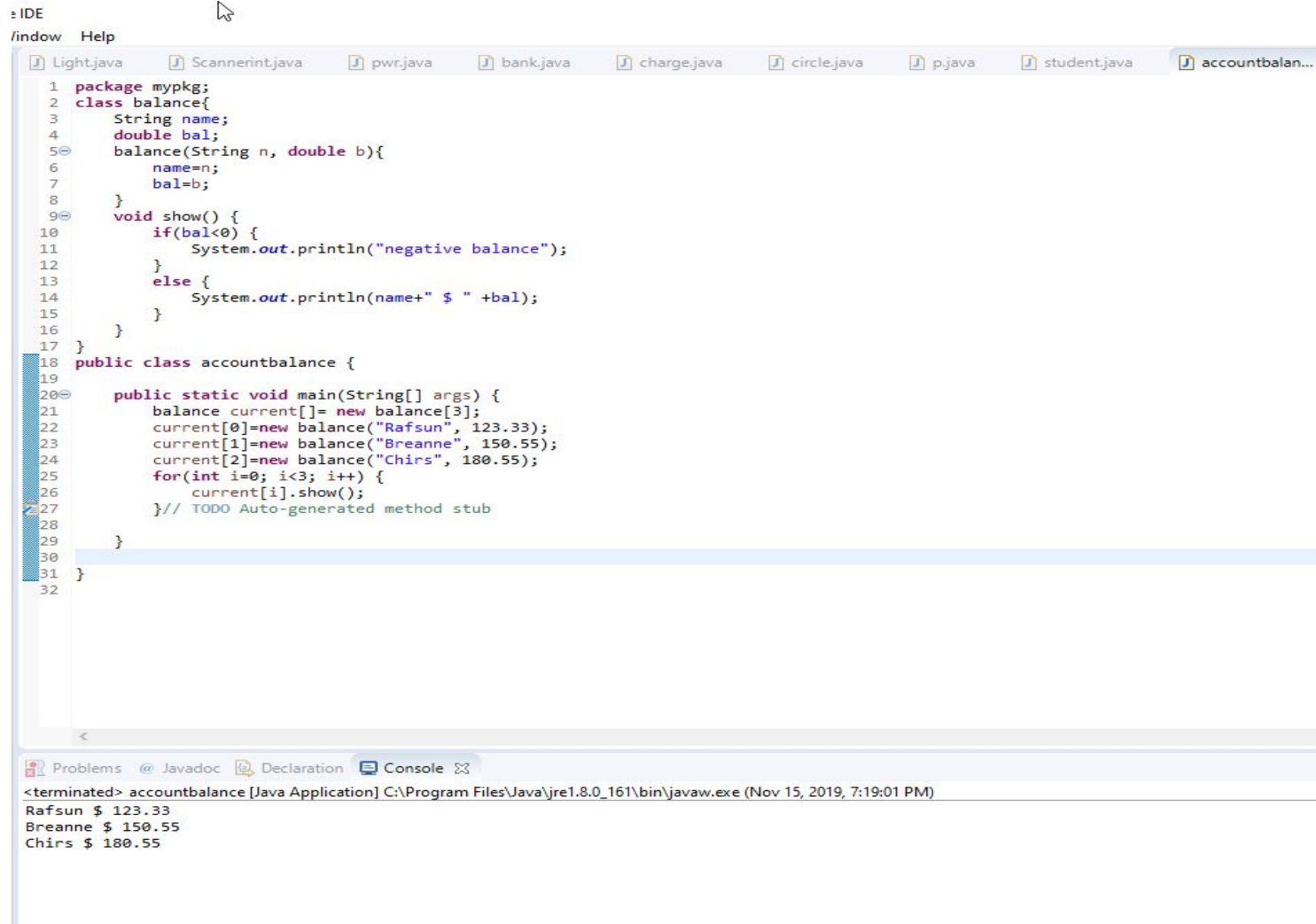
Packages

- Java provides a mechanism for partitioning the class name space into more manageable chunks. This mechanism is the package
- The package is both a naming and a visibility control mechanism
- You can define classes inside a package that are not accessible by code outside that package

Packages

- To create a package is quite easy: simply include a package command as the first statement in a Java source file
- This is the general form of the package statement:
`package pkg;`
- Here, pkg is the name of the package.

Packages



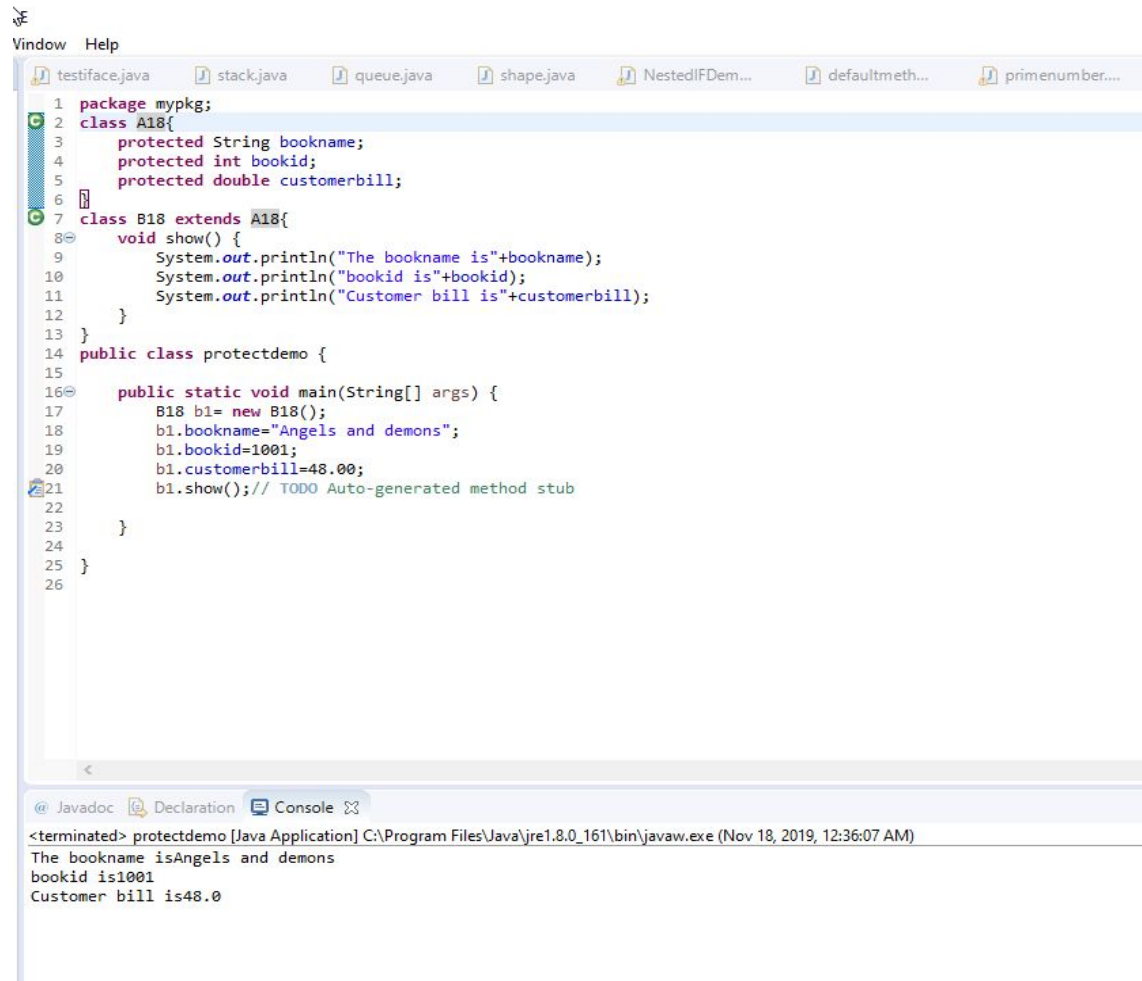
The screenshot shows an IDE window with a menu bar (File, Edit, View, Window, Help) and a tab bar containing several Java files: Light.java, Scannerint.java, pwr.java, bank.java, charge.java, circle.java, p.java, student.java, and accountbalan... The main editor displays the following Java code:

```
1 package mypkg;
2 class balance{
3     String name;
4     double bal;
5     balance(String n, double b){
6         name=n;
7         bal=b;
8     }
9     void show() {
10        if(bal<0) {
11            System.out.println("negative balance");
12        }
13        else {
14            System.out.println(name+" $ " +bal);
15        }
16    }
17 }
18 public class accountbalance {
19
20     public static void main(String[] args) {
21         balance current[]= new balance[3];
22         current[0]=new balance("Rafsun", 123.33);
23         current[1]=new balance("Breanne", 150.55);
24         current[2]=new balance("Chirs", 180.55);
25         for(int i=0; i<3; i++) {
26             current[i].show();
27         }// TODO Auto-generated method stub
28     }
29 }
30
31 }
32
```

At the bottom, the Console tab is active, showing the output of the program:

```
<terminated> accountbalance [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 15, 2019, 7:19:01 PM)
Rafsun $ 123.33
Breanne $ 150.55
Chirs $ 180.55
```

Protected member example



```
1 package mypkg;
2 class A18{
3     protected String bookname;
4     protected int bookid;
5     protected double customerbill;
6
7     class B18 extends A18{
8     void show() {
9         System.out.println("The bookname is"+bookname);
10        System.out.println("bookid is"+bookid);
11        System.out.println("Customer bill is"+customerbill);
12    }
13 }
14 public class protectdemo {
15
16     public static void main(String[] args) {
17         B18 b1= new B18();
18         b1.bookname="Angels and demons";
19         b1.bookid=1001;
20         b1.customerbill=48.00;
21         b1.show();// TODO Auto-generated method stub
22
23     }
24 }
25
26
```

@ Javadoc Declaration Console

<terminated> protectdemo [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 18, 2019, 12:36:07 AM)

The bookname isAngels and demons
bookid is1001
Customer bill is48.0

Interfaces

- Using the keyword `interface`, you can fully abstract a class' interface from its implementation
- That is, using `interface`, you can specify what a class must do, but not how it does it
- Interfaces are syntactically similar to classes, but they lack instance variables, and, as a general rule, their methods are declared without any body

Interfaces

- In practice, you can define interfaces that don't make assumptions about how they are implemented
- Once it is defined, any number of classes can implement an interface
- Also, one class can implement any number of interfaces.

Interfaces

- To implement an interface, a class must provide the complete set of methods required by the interface
- However, each class is free to determine the details of its own implementation
- By providing the interface keyword, Java allows you to fully utilize the “one interface, multiple methods” aspect of polymorphism.

Defining an interface

- An interface is defined much like a class. This is a simplified general form of an interface:

```
access interface name {  
    return-type method-name1(parameter-list);  
    return-type method-name2(parameter-list);  
  
    type final-varname1 = value;  
    type final-varname2 = value;  
    //...  
    return-type method-nameN(parameter-list);  
    type final-varnameN = value;  
}
```

Interface

- Here is an example of an interface definition. It declares a simple interface that contains one method called `callback()` that takes a single integer parameter.

```
interface Callback {  
    void callback(int param);  
}
```

Interface

- Once an interface has been defined, one or more classes can implement that interface
- To implement an interface, include the implements clause in a class definition, and then create the methods required by the interface

```
class Client implements Callback {  
    // Implement Callback's interface  
    public void callback(int p) {  
  
        System.out.println("callback called with " + p);  
    }  
}
```

Accessing Implementations Through Interface References

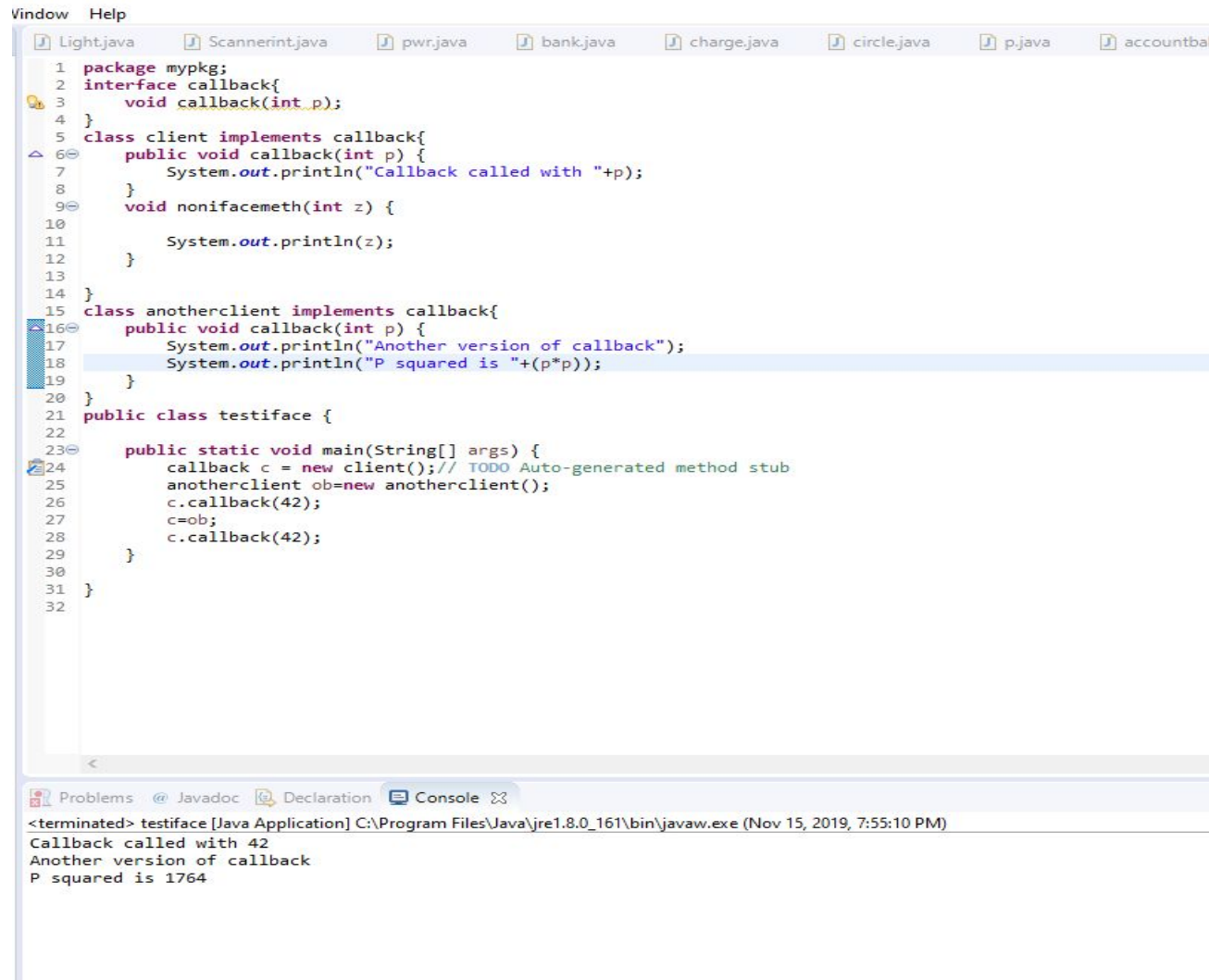
- You can declare variables as object references that use an interface rather than a class type
- Any instance of any class that implements the declared interface can be referred to by such a variable
- When you call a method through one of these references, the correct version will be called based on the actual instance of the interface being referred to

Accessing Implementations Through Interface References

- The following example calls the `callback()` method via an interface reference variable:

```
class TestIface {  
    public static void main(String args[]) {  
        Callback c = new Client();  
        c.callback(42);  
    }  
}
```

Interface example



The screenshot shows an IDE window with a menu bar (Window, Help) and a tab bar containing several files: Light.java, Scannerint.java, pwr.java, bank.java, charge.java, circle.java, p.java, and accountba. The main editor displays the following Java code:

```
1 package mypkg;
2 interface callback{
3     void callback(int p);
4 }
5 class client implements callback{
6     public void callback(int p) {
7         System.out.println("Callback called with "+p);
8     }
9     void nonifacemeth(int z) {
10
11         System.out.println(z);
12     }
13 }
14
15 class anotherclient implements callback{
16     public void callback(int p) {
17         System.out.println("Another version of callback");
18         System.out.println("P squared is "+(p*p));
19     }
20 }
21 public class testiface {
22
23     public static void main(String[] args) {
24         callback c = new client();// TODO Auto-generated method stub
25         anotherclient ob=new anotherclient();
26         c.callback(42);
27         c=ob;
28         c.callback(42);
29     }
30 }
31 }
32 }
```

Below the code editor, the 'Console' tab is active, showing the output of the program:

```
<terminated> testiface [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 15, 2019, 7:55:10 PM)
Callback called with 42
Another version of callback
P squared is 1764
```

Interface example



The screenshot shows a Java IDE window with a menu bar containing 'Window' and 'Help'. Below the menu bar is a tab bar with several open files: 'Light.java', 'Scannerint.java', 'pwr.java', 'bank.java', 'charge.java', and 'circle.java'. The 'Light.java' tab is selected, and its contents are displayed in the editor. The code defines an interface 'intstack' with two methods: 'push(int item)' and 'pop()'. A class 'fixedstack' implements this interface. It has a private array 'stck' and a private integer 'tos'. The constructor 'fixedstack(int size)' initializes 'stck' with the given size and sets 'tos' to -1. The 'push' method checks if the stack is full (tos == stck.length - 1) and prints 'Stack is full' if so, otherwise it pushes the item. The 'pop' method checks if the stack is underflow (tos < 0) and prints 'Stack underflow' if so, otherwise it returns the top element and decrements 'tos'.

```
1 package mypkg;
2 interface intstack{
3     void push(int item);
4     int pop();
5 }
6 class fixedstack implements intstack{
7     private int stck[];
8     private int tos;
9     fixedstack(int size){
10         stck=new int[size];
11         tos=-1;
12     }
13     public void push(int item) {
14         if(tos==stck.length-1)
15             System.out.println("Stack is full");
16         else
17             stck[++tos]=item;
18     }
19     public int pop() {
20         if(tos<0) {
21             System.out.println("Stack underflow");
22             return 0;
23         }
24         else
25             return stck[tos--];
26     }
27 }
```


Interface example

```
28 public class stack {
29
30     public static void main(String[] args) {
31         intstack stack1= new fixedstack(5);
32         intstack stack2=new fixedstack(8);
33         for(int i=0; i<5; i++) {
34             stack1.push(i);
35         }
36         for(int i=0; i<8; i++) {
37             stack2.push(i);
38         }
39         System.out.println("Stack in mystack1");
40         for(int i=0; i<5;i++) {
41             System.out.println(stack1.pop());
42         }
43         System.out.println("Stack in mystack2:");// TODO Auto-generated method stub
44         for(int i=0; i<8;i++) {
45             System.out.println(stack2.pop());
46         }
47     }
48 }
49 }
50
```

Problems @ Javadoc Declaration Console

<terminated> stack [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 15, 2019, 8:12:07 PM)

Stack in mystack1

4
3
2
1
0

Stack in mystack2:

7
6
5
4
3
2
1
0

Interface example

```
indow  Help
Light.java  Scannerint.java  pwr.java  bank.java  charge.java  accountbalan...
1  package mypkg;
2  interface icharq{
3      void put(int ch);
4      int get();
5  }
6  class fixedqueue implements icharq{
7      private int q[];
8      private int putloc,getloc;
9      fixedqueue(int size){
10         q=new int[size];
11         putloc=getloc=0;
12     }
13     public void put(int ch) {
14         if(putloc==q.length) {
15             System.out.println("Queue is full");
16         }
17         else {
18             q[putloc++]=ch;
19         }
20     }
21
22     public int get() {
23         if(getloc==putloc) {
24             System.out.println("Queue is empty");
25             return 0;
26         }
27         else {
28             return q[getloc++]; }
29     }
30 }
```

Interface example

```
31 public class queue {
32
33     public static void main(String[] args) {
34         icharq q1= new fixedqueue(5);
35         icharq q2=new fixedqueue(8);
36         for(int i=0; i<5; i++) {
37             q1.put(i);
38         }
39         for(int i=0; i<8; i++) {
40             q2.put(i);
41         }
42         System.out.println("queue in myqueue1");
43         for(int i=0; i<5;i++) {
44             System.out.println(q1.get());
45         }
46         System.out.println("queue in myqueue2");// TODO Auto-generated method stub
47         for(int i=0; i<8;i++) {
48             System.out.println(q2.get());
49         }// TODO Auto-generated method stub
50
51     }
52 }
53
54
```

Problems @ Javadoc Declaration Console

<terminated> queue [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 15, 2019, 8:31:40 PM)

queue in myqueue1

0

1

2

3

4

queue in myqueue2:

0

1

2

3

4

5

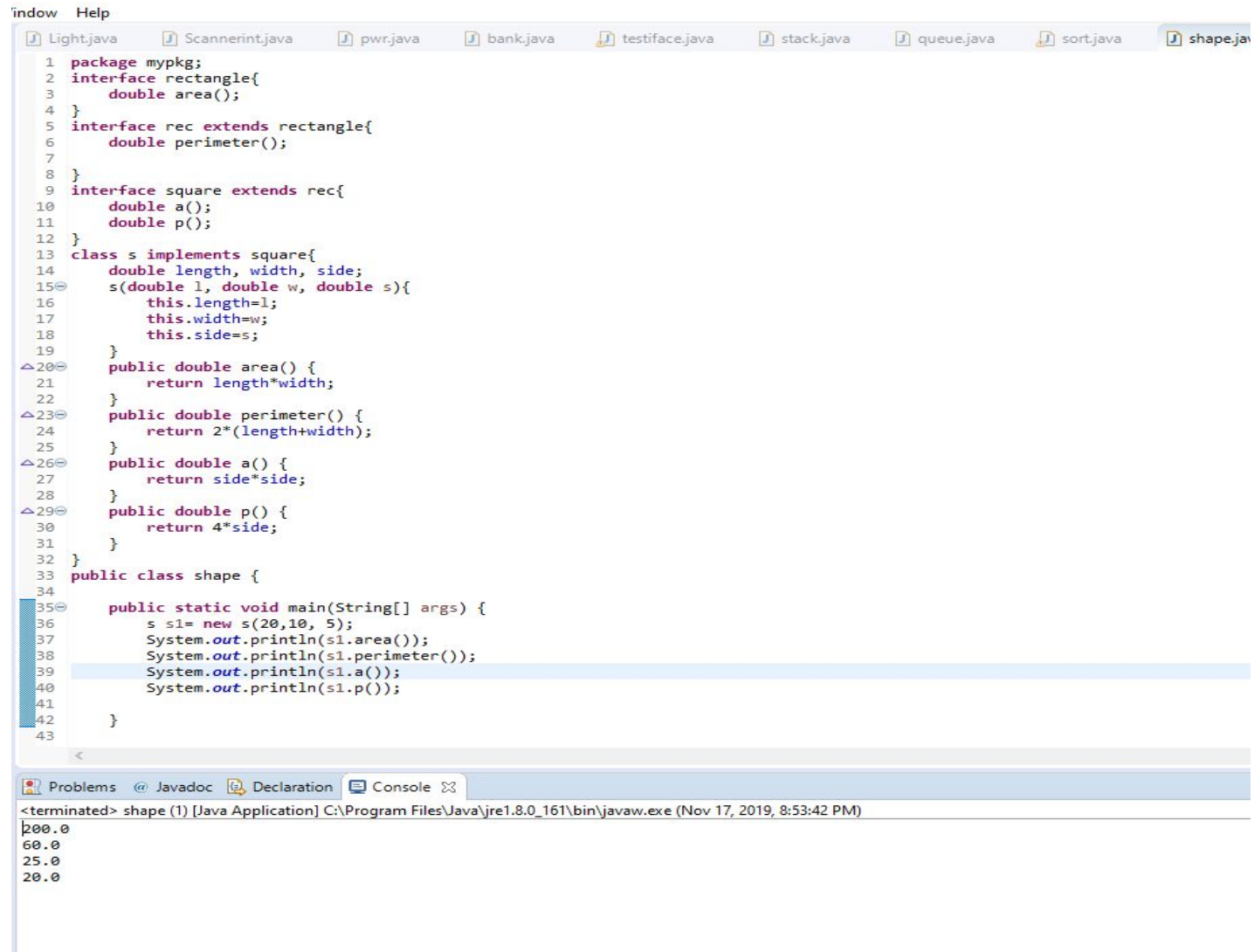
6

7

Interface can be extended

- One interface can inherit another by use of the keyword extends
- The syntax is the same as for inheriting classes. When a class implements an interface that inherits another interface, it must provide implementations for all methods

Example



```
Window Help
Light.java Scannerint.java pwr.java bank.java testiface.java stack.java queue.java sort.java shape.java

1 package mypkg;
2 interface rectangle{
3     double area();
4 }
5 interface rec extends rectangle{
6     double perimeter();
7 }
8 }
9 interface square extends rec{
10     double a();
11     double p();
12 }
13 class s implements square{
14     double length, width, side;
15     s(double l, double w, double s){
16         this.length=l;
17         this.width=w;
18         this.side=s;
19     }
20     public double area() {
21         return length*width;
22     }
23     public double perimeter() {
24         return 2*(length+width);
25     }
26     public double a() {
27         return side*side;
28     }
29     public double p() {
30         return 4*side;
31     }
32 }
33 public class shape {
34
35     public static void main(String[] args) {
36         s s1= new s(20,10, 5);
37         System.out.println(s1.area());
38         System.out.println(s1.perimeter());
39         System.out.println(s1.a());
40         System.out.println(s1.p());
41     }
42 }
43

Problems @ Javadoc Declaration Console
<terminated> shape (1) [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 17, 2019, 8:53:42 PM)
200.0
60.0
25.0
20.0
```

Example

IDE

Window Help

```
Light.java  testiface.java  stack.java  queue.java  sort.java

1 package mypkg;
2 interface prime{
3     void prime(int n);
4 }
5 interface primerange extends prime{
6     void primerange(int n1, int n2);
7 }
```

Window Help

```
testiface.java  stack.java  queue.java  sort.java  shape.java  NestedIFD

8 class prim implements primerange{
9     public void prime(int n) {
10         int flag=1;
11         for(int i=2; i<=n/2; i++) {
12             if(n%i==0) {
13                 flag=0;
14                 break;
15             }
16         }
17         if(flag==1) {
18             System.out.println(+n+" is a prime number");
19         }
20         else {
21             System.out.println(+n+" is not a prime number");
22         }
23     }
24 }
25 public void primerange(int n1, int n2) {
26     for(int i=n1; i<n2;i++) {
27         int flag=1;
28         for(int j=2; j<=i/2; j++) {
29             if(i%j==0) {
30                 flag=0;
31                 break;
32             }
33         }
34         if(flag==1) {
35             System.out.println(i);
36         }
37     }
38 }
39 }
```

Example

```
41 public class primenumber {  
42  
43     public static void main(String[] args) {  
44         prim p= new prim();  
45         p.prime(5);  
46         p.prime(9); // TODO Auto-generated method stub  
47         p.primerange(10, 50);  
48     }  
49  
50 }  
51
```

@ Javadoc Declaration Console

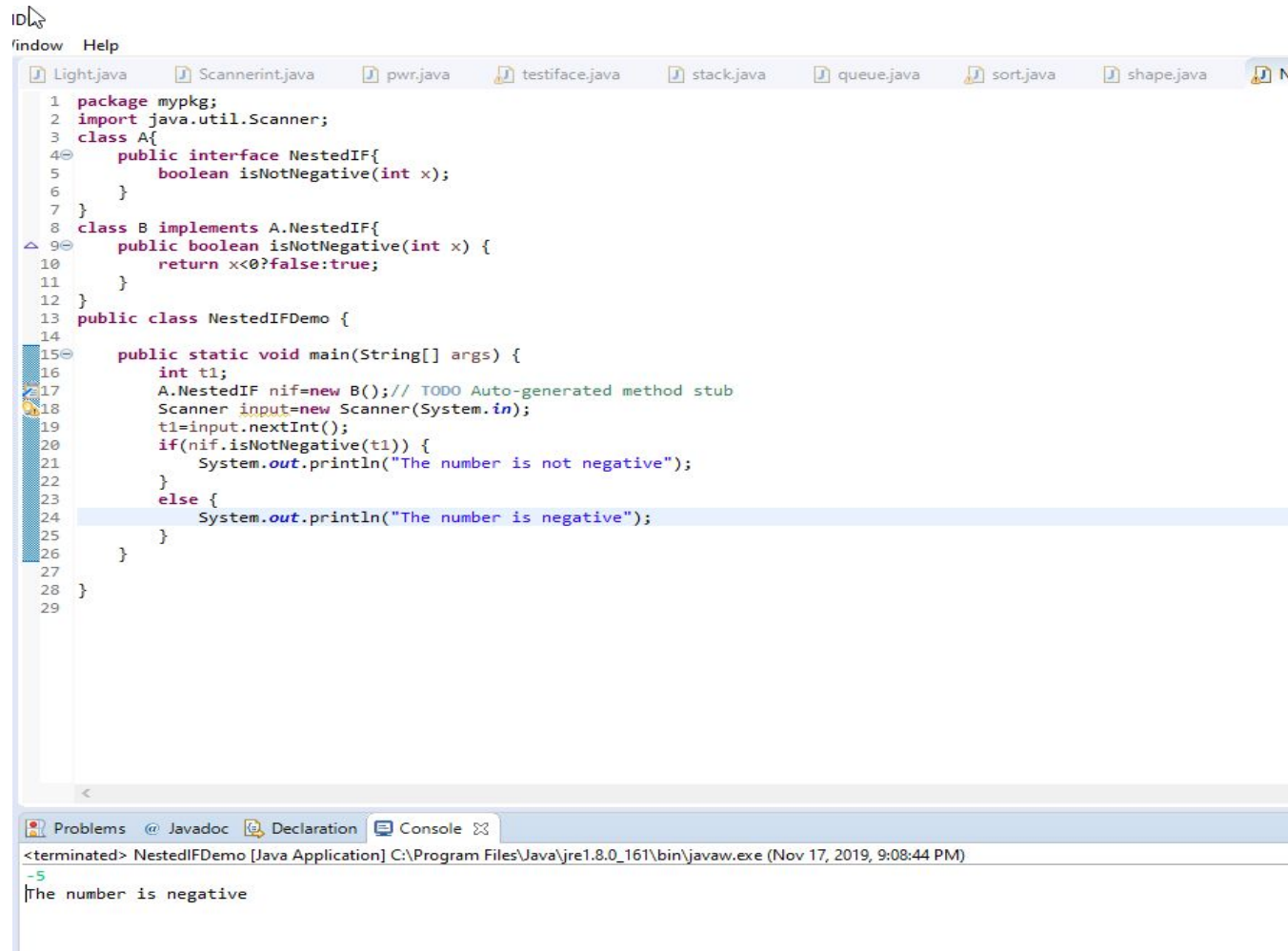
<terminated> primenumber [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 17, 2019, 10:29:29 PM)

5 is a prime number
9 is not a prime number
11
13
17
19
23
29
31
37
41
43
47

Nested interfaces

- An interface can be declared a member of a class or another interface. Such an interface is called a member interface or a nested interface
- A nested interface can be declared as public, private, or protected
- This differs from a top-level interface, which must either be declared as public or use the default access level, as previously described

Example



```
1 package mypkg;
2 import java.util.Scanner;
3 class A{
4     public interface NestedIF{
5         boolean isNotNegative(int x);
6     }
7 }
8 class B implements A.NestedIF{
9     public boolean isNotNegative(int x) {
10         return x<0?false:true;
11     }
12 }
13 public class NestedIFDemo {
14
15     public static void main(String[] args) {
16         int t1;
17         A.NestedIF nif=new B();// TODO Auto-generated method stub
18         Scanner input=new Scanner(System.in);
19         t1=input.nextInt();
20         if(nif.isNotNegative(t1)) {
21             System.out.println("The number is not negative");
22         }
23         else {
24             System.out.println("The number is negative");
25         }
26     }
27 }
28 }
29 }
```

<terminated> NestedIFDemo [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 17, 2019, 9:08:44 PM)

-5
The number is negative

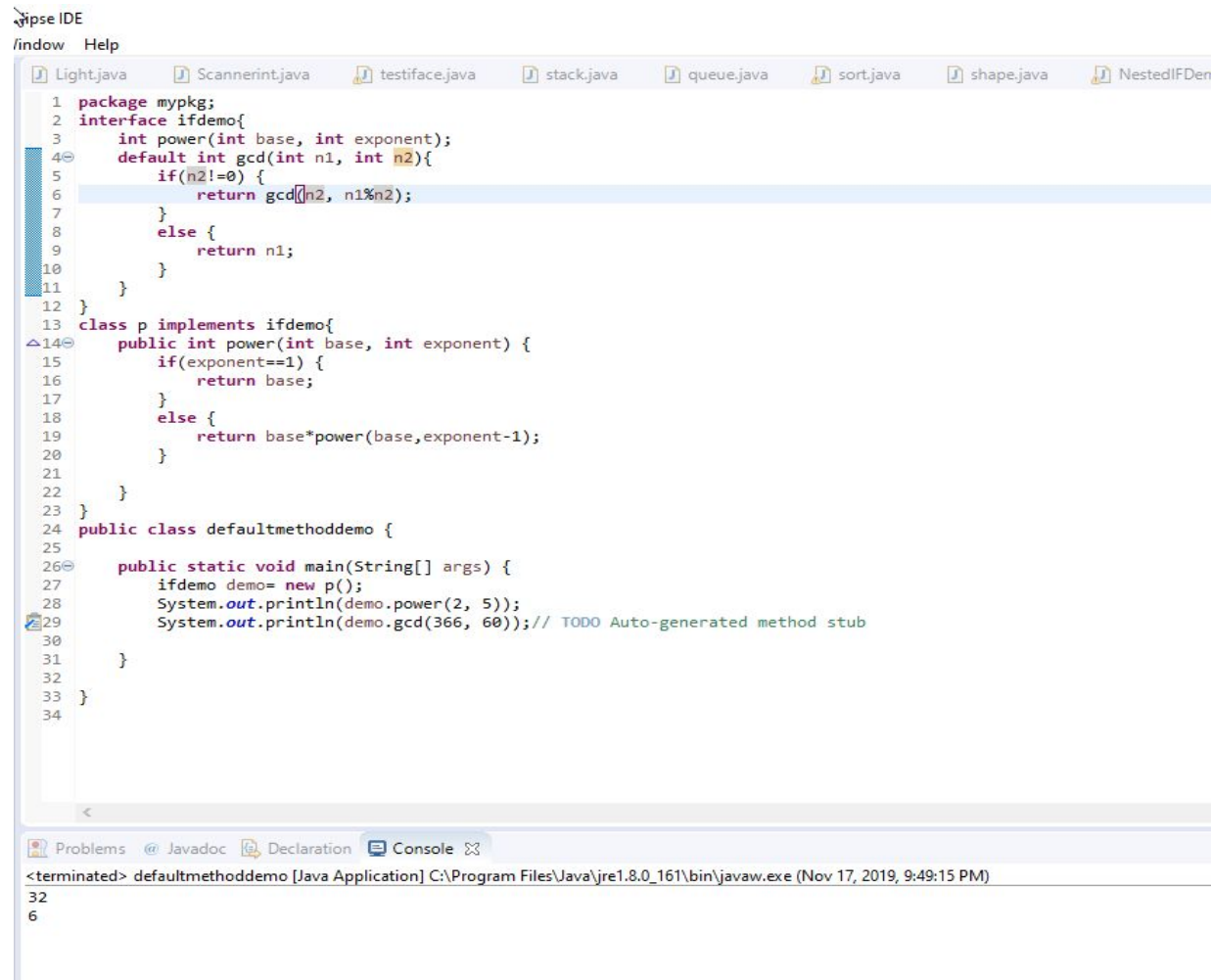
Default interface method

- As explained earlier, prior to JDK 8, an interface could not define any implementation whatsoever
- The release of JDK 8 changed this by adding a new capability to interface called the default method
- A default method lets you define a default implementation for an interface method

Default interface method

- In other words, by use of a default method, it is possible for an interface method to provide a body, rather than being abstract
- During its development, the default method was also referred to as an extension method, and you will likely see both terms used.
- A primary motivation for the default method was to provide a means by which interfaces could be expanded without breaking existing code

Example



The screenshot shows the Eclipse IDE interface. The top menu bar includes 'Eclipse IDE', 'Window', and 'Help'. Below the menu bar is a tab bar with several open files: 'Light.java', 'Scannerint.java', 'testiface.java', 'stack.java', 'queue.java', 'sort.java', 'shape.java', and 'NestedIFDen'. The main editor window displays the following Java code:

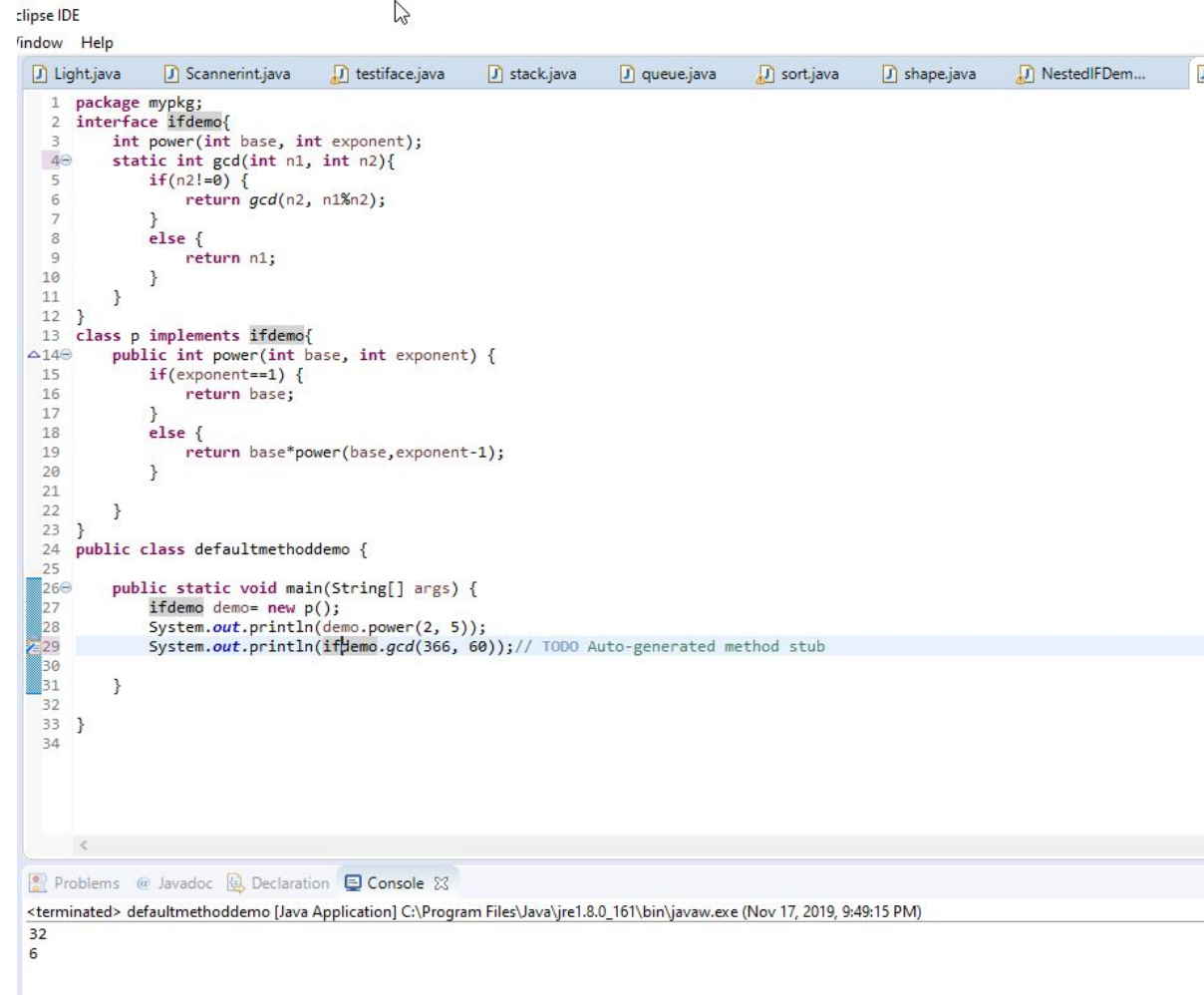
```
1 package mypkg;
2 interface ifdemo{
3     int power(int base, int exponent);
4     default int gcd(int n1, int n2){
5         if(n2!=0) {
6             return gcd(n2, n1%n2);
7         }
8         else {
9             return n1;
10        }
11    }
12 }
13 class p implements ifdemo{
14     public int power(int base, int exponent) {
15         if(exponent==1) {
16             return base;
17         }
18         else {
19             return base*power(base,exponent-1);
20         }
21     }
22 }
23
24 public class defaultmethoddemo {
25
26     public static void main(String[] args) {
27         ifdemo demo= new p();
28         System.out.println(demo.power(2, 5));
29         System.out.println(demo.gcd(366, 60));// TODO Auto-generated method stub
30
31     }
32
33 }
34
```

At the bottom of the IDE, there is a 'Console' tab. It shows the output of the program: '<terminated> defaultmethoddemo [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 17, 2019, 9:49:15 PM)'.

Static in interface

- Another capability added to interface by JDK 8 is the ability to define one or more static methods
- Like static methods in a class, a static method defined by an interface can be called independently of any object
- Thus, no implementation of the interface is necessary, and no instance of the interface is required, in order to call a static method

Example



```
1 package mypkg;
2 interface ifdemo{
3     int power(int base, int exponent);
4     static int gcd(int n1, int n2){
5         if(n2!=0) {
6             return gcd(n2, n1%n2);
7         }
8         else {
9             return n1;
10        }
11    }
12 }
13 class p implements ifdemo{
14     public int power(int base, int exponent) {
15         if(exponent==1) {
16             return base;
17         }
18         else {
19             return base*power(base,exponent-1);
20         }
21     }
22 }
23 }
24 public class defaultmethoddemo {
25
26     public static void main(String[] args) {
27         ifdemo demo= new p();
28         System.out.println(demo.power(2, 5));
29         System.out.println(ifdemo.gcd(366, 60));// TODO Auto-generated method stub
30
31     }
32 }
33 }
34 }
```

<terminated> defaultmethoddemo [Java Application] C:\Program Files\Java\jre1.8.0_161\bin\javaw.exe (Nov 17, 2019, 9:49:15 PM)

32
6

Example

clipse IDE

Window Help

Light.java Scannerint.java testiface.java stack.java queue.java sort.java shape.java NestedIFDem... defaultmeth

```
1 package mypkg;
2 interface ifdemo{
3     int power(int base, int exponent);
4     static int gcd(int n1, int n2){
5         if(n2!=0) {
6             return gcd(n2, n1%n2);
7         }
8         else {
9             return n1;
10        }
11    }
12 }
13 class p implements ifdemo{
14     public int power(int base, int exponent) {
15         if(exponent==1) {
16             return base;
17         }
18         else {
19             return base*power(base,exponent-1);
20         }
21     }
22 }
23
24 public class defaultmethoddemo {
25
26     public static void main(String[] args) {
27         ifdemo demo= new p();
28         System.out.println(demo.power(2, 5));
29         System.out.println(demo.gcd(366, 60)); // TODO Auto-generated method stub
30     }
31 }
32
33 }
34
```

Problems @ Javadoc Declaration Console

6 errors, 19 warnings, 0 others

| Description | Resource | Path | Location | Type |
|---|-------------------|-------------------|----------|--------------|
| Errors (6 items) | | | | |
| Abstract methods do not specify a body | abstractdemo... | /ICE107/src | line 2 | Java Problem |
| Cannot override the final method from A6 | finalmethod.j... | /ICE107/src | line 8 | Java Problem |
| The method callme() is undefined for the type A | abstractdemo... | /ICE107/src | line 19 | Java Problem |
| The method callmetoo() is undefined for the type A | abstractdemo... | /ICE107/src | line 20 | Java Problem |
| The type B7 cannot subclass the final class A7 | finalinheritan... | /ICE107/src | line 6 | Java Problem |
| This static method of interface ifdemo can only be accessed as ifdemo.gcd | defaultmetho... | /ICE107/src/mypkg | line 29 | Java Problem |
| Warnings (19 items) | | | | |