















#### **UNTAR untuk INDONESIA**

# Object-based Programming

Week 5 – Static, Abstract, and Interfaces









## Presentation (random group)

- Static and non-static variables
- Static and non-static methods
- Abstract class & methods
- Interface



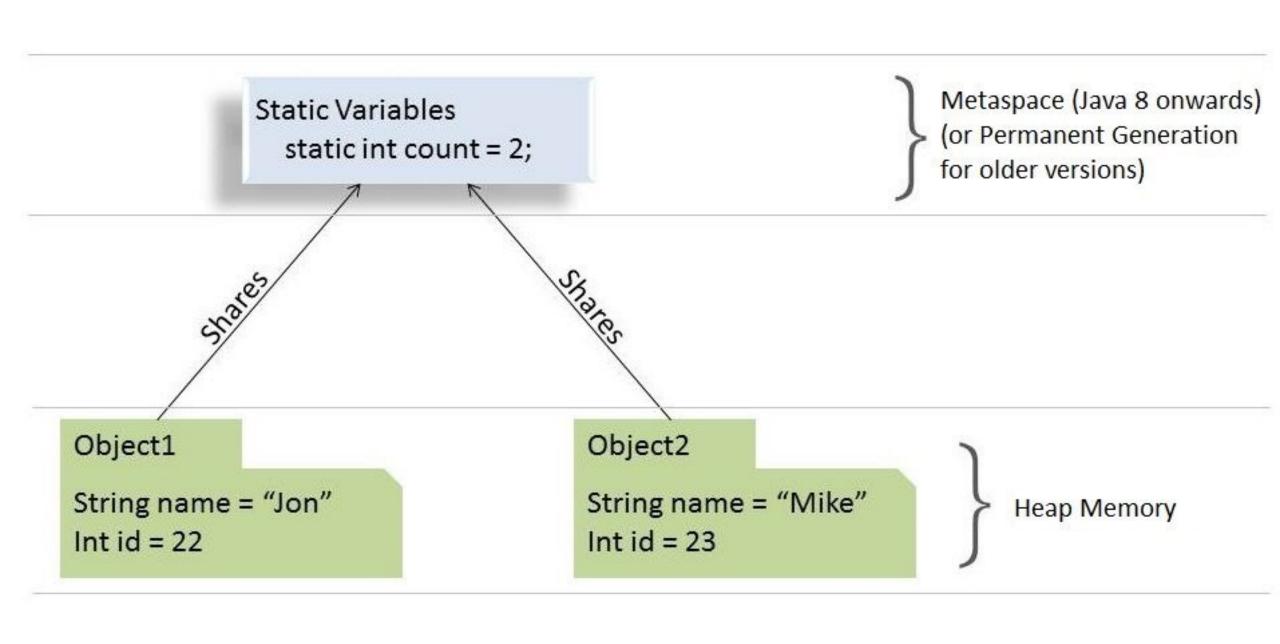


### static vs non-static variables (1)

```
public class Item {
   public String name;
   public static int numInstances = 100;
public class Main {
   public static void main(String[] args) {
      System.out.println(Item.name);
                                             // error
      System.out.println(Item.numInstances);
                                               // 100
```







## static vs non-static variables (2)

```
public class Item {
   public String name;
   public static int numInstances = 100;
```

```
public class Main {
   public static void main(String[] args) {
      Item item01 = new Item();
      Item item02 = new Item();
      item01.name = "Indomie";
      item01.numInstances = 42;
      System.out.println(item02.name);
      System.out.println(item02.numInstances); // 42
```













#### static vs non-static methods

```
public class Item {
    public void display() {
         ...
}

public static void print() {
         ...
}
```





## Abstract method

 A signature definition of a method, but with no implementation

#### Abstract class

 A class that contains one or more abstract method definitions





```
public abstract class Item {
   protected int value;
   protected String creator;
   public abstract void displayDetails();
   public int getValueInIDR() {
      return value * 14500;
```





```
public abstract class Item {
  protected int value;
  protected String creator;
  public abstract void displayDetails();
  public int getValueInIDR() { ... }
             public class Vase extends Item {
                // must implement displayDetails() or error
                public void displayDetails() {
                   System.out.println("This vase was created by " + creator);
                   System.out.println("It has a value of " + value +
                                       " US dollars");
```













#### Interfaces

- Multiple inheritance
- Specification of some functionality that a class is intended to provide
- Only specification





```
public interface MyInterface {
    // interface attribute
    public String defaultMessage = "Hello World";

    // interface method
    public void displayMessage();
}
```





```
public interface MyInterface {
  // interface attribute
  public String defaultMessage = "Hello World";
  // interface method
  public void displayMessage();
public class Message implements MyInterface {
   private String content;
   private String from;
   private String to;
   public void displayMessage() { // must implement this!
      System.out.println(content);
```















```
public interface MyInterface { ... }
public interface AnotherInterface { ... }

public class Message implements MyInterface, AnotherInterface {
    private String content;
    private String from;
    private String to;

    public void displayMessage() { // must implement this!
        System.out.println(content);
    }
}
```





```
public class AClass { ... }
public interface MyInterface { ... }
public interface AnotherInterface { ... }
public class Message extends AClass implements MyInterface, AnotherInterface {
   private String content;
   private String from;
   private String to;
   public void displayMessage() { // must implement this!
      System.out.println(content);
```



