

Object-Oriented Programming (OOPS-3)

What you will learn in this lecture?

- Important keywords and their use.
- Abstraction.
- Interfaces.

Final Keyword

- When a variable is declared with a final keyword, its value can't be modified, essentially, a constant. This also means that you must initialize a final variable.
- If the final variable is a reference, this means that the variable cannot be re-bound to reference another object, but the internal state of the object pointed by that reference variable can be changed i.e. you can add or remove elements from the final array or final list.
- Final keywords can be used to initialise constants.

Initializing a final variable:

```
final int {name_of_variable} = {value};
```

Example:

```
final int pi = 3.14;
```



Refer to the course videos to see the use case and more about the final keyword.

Abstract Classes

An abstract class can be considered as a blueprint for other classes. Abstract classes are classes that contain one or more abstract methods. An abstract method is a method that has a declaration but does not have an implementation. This set of methods must be created within any child classes which inherit from the abstract class. A class that contains one or more abstract methods is called an **abstract class**.

Creating Abstract Classes in Java

- By default, Java does not provide abstract classes.
- A method becomes abstract when decorated with the keyword abstract.
- An abstract class cannot be directly instantiated i.e. we cannot create an object of the abstract class.
- However, the subclasses of an abstract class that have definitions for all the abstract methods declared in the abstract class, can be instantiated.
- While declaring abstract methods in the class, it is not mandatory to use the
 abstract decorator (i.e it would not throw an exception). However, it is
 considered a good practice to use it as it notifies the compiler that the user
 has defined an abstract method.

The given Java code uses the **ABC** class and defines an abstract base class:



We will do it in the following example, in which we define two classes inheriting from our abstract class:

```
class add extends ABC{
    int do_something(){
        return value + 42;
    }
}
class mul extends ABC{
    int do_something(){
        return value * 42;
    }
}
class Test{
    public static void main(String[] args) {
        add x = new add(10);
        mul y = new mul(10);
        System.out.println(x.do something());
        System.out.println(y.do_something());
    }
}
```

We get the output as:

```
52
420
```

Thus, we can observe that a class that is derived from an abstract class cannot be instantiated unless all of its abstract methods are overridden.

Note: Concrete classes contain only concrete (normal) methods whereas abstract classes may contain both concrete methods and abstract methods.

• An abstract method can have an implementation in the abstract class.



- However, even if they are implemented, this implementation shall be overridden in the subclasses.
- If you wish to invoke the method definition from the abstract superclass, the abstract method can be invoked with **super()** call mechanism. (*Similar to cases of "normal" inheritance*).
- Similarly, we can even have concrete methods in the abstract class that can be invoked using super() call. Since these methods are not abstract it is not necessary to provide their implementation in the subclasses.
- Consider the given example:

```
abstract class ABC{
    abstract int do_something(){ //Abstract Method
        System.out.println("Abstract Class AbstractMethod");
    }
    int do_something2(){ //Concrete Method
        System.out.println("Abstract Class ConcreteMethod");
    }
}
class AnotherSubclass extends ABC{
    int do_something(){
        //Invoking the Abstract method from super class
        super().do something();
    }
   //No concrete method implementation in subclass
}
class Test{
    public static void main(String[] args) {
        AnotherSubclass x = new AnotherSubclass()
        x.do something() //calling abstract method
        x.do something2() //Calling concrete method
```