

OOP



Java Object Class

Java OOPs Concepts
Naming Convention
Object and Class
Method
Constructor
static keyword
this keyword

Java Inheritance

Inheritance(IS-A) Aggregation(HAS-A)

Java Polymorphism

Method Overloading
Method Overriding
Covariant Return Type
super keyword
Instance Initializer block
final keyword
Runtime Polymorphism
Dynamic Binding
instance of operator

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Java Abstraction

Abstract class <u>Interface</u> Abstract vs Interface

Java Encapsulation

Access Modifiers Encapsulation

Recommend Arabic videos resource:

https://www.youtube.com/playlist?list=PLCInYL3I2AagY7fFlhCrjpLilFybW3yQv: [from #030 [JAVA] - Introduction to Object-Oriented Programming to #063 [JAVA] - Java Enum]

Task: Library Management System

Design and implement a **simple Library Management System** using Java, focusing on object-oriented programming principles. The system should allow users to manage library resources, such as books, magazines, and DVDs.

Requirements: next slide



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1. Define Object and Class & Methods & Constructor:

- Define classes for books, magazines, and DVDs with appropriate attributes (e.g., title, author, publication year).
- Implement methods to perform operations on library resources, such as adding, updating, and deleting items.
- Implement methods within classes to encapsulate behavior related to library resources (e.g., display information, check availability).
- Define constructors for classes to initialize object attributes during instantiation.
- 2. Implement the following concepts: Inheritance & Polymorphism & Abstraction & Encapsulation.
- 3. Access Modifiers: Use access modifiers (e.g., public, private, protected) to control access to class members based on visibility requirements

