

Programming In Java For Web Application



CSA-0985

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29/04/24

Date : 27/07/24 .

Day : Saturday .

Inheritance :

Inheritance is a fundamental concept of object oriented programming (OOP) that allows a new class to inherit fields and methods from an existing class.

Single Inheritance :

Single Inheritance is a type of inheritance in which a subclass inherits from only one superclass.

class A
↓
class B.

```
class A {  
    int a;  
    void display A()  
{  
    system.out.println ("a=" + a);  
}  
}
```

```
class B extends A {
```

```
    int b;
```

```
    void display B()
```

```
    {
```

```
        system.out.println ("b=" + b);
```

```
    }
```

```
}
```

```
public class Main {
```

```
    public static void main (String[] args)
```

```
    {
```

```
        B obj = new B();
```

```
        obj.A = 10;
```

```
        obj.b = 20;
```

```
        obj.display A();
```

```
        obj.display B();
```

```
    }
```

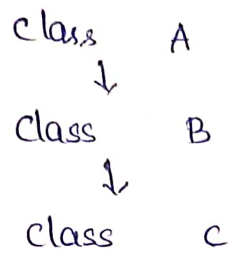
```
}
```

10

20

Multi level Inheritance:

Multilevel inheritance is a type of inheritance in Java where a class is derived from a class that is also derived from another class.



```
class A {
```

```
    public void method A()
```

```
    {
```

```
        system.out.println("Inside class A");
```

```
    }
```

```
}
```

```
class B extends A {
```

```
    public void method B()
```

```
    {
```

```
        system.out.println("Inside class B");
```

```
    }
```

```
}
```

```
class C extends B {
```

```
    public void method C()
```

```
    {
```

```
        system.out.println("Inside class C");
```

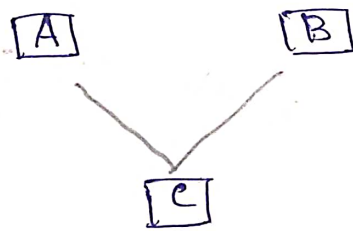
```
Public class Main
```

```
{  
    Public static void main (String[] args)
```

```
{  
    C obj c : new C();  
    obj c . method A();  
    obj c . method B();  
    obj c . method C();  
}  
}
```

Multiple Inheritance :

Multiple Inheritance refers to column features in some object oriented programming languages where a class can inherit characteristics from more than one parent class.



class A

```
{  
    void display A()  
    {  
        system.out.println ("Inside class A");  
    }  
}
```

```
class B
```

```
{
```

```
    void display B()
```

```
    {
```

```
        System.out.println ("Inside class B")
```

```
    }
```

```
}
```

```
class C extends A()
```

```
{
```

```
    void display A()
```

```
    {
```

```
        super.display();
```

```
        System.out.println ("Inside class C");
```

```
    }
```

```
    void display C()
```

```
    {
```

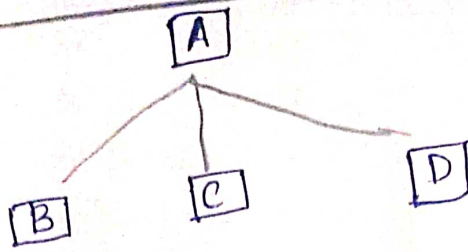
```
        System.out.println ("Method of class C");
```

```
    }
```

```
}
```

Hierarchical Management:

It occurs when multiple subclasses inherit from a single superclass. This means that a single parent class can have multiple child cases.



```
class A {
```

```
    public void display A()
```

```
    {
```

```
        system.out.println ("Inside class A");
```

```
    }
```

```
}
```

```
class B extends A {
```

```
    public void display B()
```

```
    {
```

```
        system.out.println ("Inside class B");
```

```
    }
```

```
}
```

```
class C extends A {
```

```
    public void display C()
```

```
    {
```

```
        system.out.println ("Inside class D");
```

```
    }
```

```
}
```

```
public class Main
```

```
{
```

```
    public static void main (String[] args)
```

```
    {
```

```
        B obj B = new B();
```

```
        C obj C = new C();
```

```
        D obj D = new D();
```

```
    }
```

obj B. display A();

obj B. display B();

System.out.println();

obj C. display A();

obj C. display C();

System.out.println();

obj D. display A();

obj D. display B();

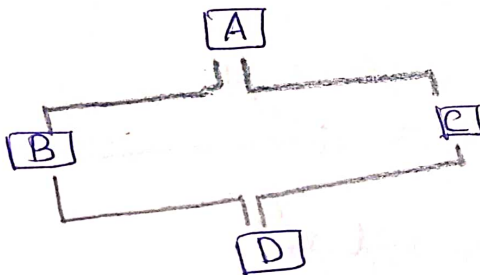
obj D. display D();

}

}

Hybrid Inheritance:

Condition of any inheritance.



class A

{ public void display A()

{

system.out.println ("Inside class A");

}

}

class B

```
{  
    public void display B()  
    {  
        system.out.println ("Inside class B")  
    }  
}
```

class C extends A {

```
    public void display C()  
    {  
        system.out.println ("Inside class C")  
    }  
}
```

class D extends C

```
{  
    public static void main (String[] args)  
    {  
        C objC = new C();  
        D objD = new D();  
        objC . display A();  
        objC . display C();  
        system.out.println ();  
  
        objD . display (-);  
        objD . display C();  
        objD . display D();  
    }  
}
```


Exception Handling:

An exception is an error during the execution of a program.

Key components of Exception Handling:

Try
Catch
Throw
Finally
Throws

Nested catch:

```
class main {  
    public static void main (String[] args)  
    {  
        try  
        {  
            int a = 5/10;  
            System.out.println ("Rest of code in key block");  
        }  
        catch (ArithmeticException e)  
        {  
            System.out.println ("Arithmetic expression" + e.  
                                getMessage());  
        }  
        catch (Exception e)  
        {  
            System.out.println ("Exception =" + e.getMessage());  
        }  
    }  
}
```

```
}  
}
```

Arithmetic exception by zero.

Try & catch:

```
class Main {
```

```
    public static void main (String[] args)
```

```
    {
```

```
        try
```

```
        {
```

```
            int b=1/0;
```

```
        }
```

```
        catch (Exception e)
```

```
        {
```

```
            System.out.println ("Exception known" + e.getMessage());
```

```
        }
```

```
        System.out.println (a[4]);
```

```
    }
```

```
    catch (ArrayIndexOutOfBoundsException)
```

```
    {
```

```
        System.out.println ("Exception thrown" + e.getMessage());
```

```
    }
```

```
        System.out.println ("Out of Bounds")
```

```
    }
```

```
}
```

Exception thrown by 0.

new :
Public class Main {

static void checkage (int age) throws ArithmeticException
{

if (age < 19)
{

throw new ArithmeticException ("Access denied -
You must be at least
18 year old");

else

{
system.out.println ("Access granted - You are
old enough");

}

}

Public static void main (String[] args)

{

try

{

check age (16)

}

catch (ArithmeticException e)

{

system.out.println (e.getMessage());

}

}

}

You are not eligible.

Finally:

Try → block of code to test the error being executed.

Catch → Block of code to be executed if an error occurs in try block.

Finally → Code that always executes.

The Finally block is a section of code that is executed regardless of whether an exception is thrown or not.

Public

Main {

Public static void main (String[] args)

{

try

{

int [] = {1,2,3}

System.out.println ("Rest of code in the try block");

}

catch (ArrayIndexOutOfBoundsException)

{

System.out.println ("Array index out of exception:" + e.getMessage());

}

finally {

{

System.out.println ("This is the finally block");

}

}

Arithmetic ⇒ / zero.