



# Fundamentals of Object Oriented Programming

*CSN- 103*

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# protected in Java

```
1 //CSN-103, IITR
2 class Bike{
3     int speedlimit=80;
4 }
5 class Honda3 extends Bike{
6     // int speedlimit=160;
7
8     public static void main(String args[]){
9         Bike obj=new Honda3();
10        System.out.println(obj);
11        System.out.println(obj.speedlimit);
12    }
13 }
```

Terminal

```
sh-4.3$ javac Honda3.java
sh-4.3$ java Honda3
Honda3@659e0bfd
80
sh-4.3$
```

- <http://goo.gl/qSJyto>

```
1 //CSN-103, IITR
2 class Bike{
3     private int speedlimit=80;
4 }
5 class Honda3 extends Bike{
6     // int speedlimit=160;
7
8     public static void main(String args[]){
9         Bike obj=new Honda3();
10        System.out.println(obj);
11        System.out.println(obj.speedlimit);
12    }
13 }
```

Terminal

```
sh-4.3$ javac Honda3.java
Honda3.java:11: error: speedlimit has private access in Bike
    System.out.println(obj.speedlimit);
                           ^
1 error
sh-4.3$
```

- <http://goo.gl/GkwsLc>



# protected

```
1 //CSN-103, IITR
2 class Bike{
3     protected int speedlimit=80;
4 }
5 class Honda3 extends Bike{
6     //int speedlimit=160;
7
8     public static void main(String args[]){
9         Bike obj=new Honda3();
10        System.out.println(obj);
11        System.out.println(obj.speedlimit);
12    }
13 }
```

Terminal

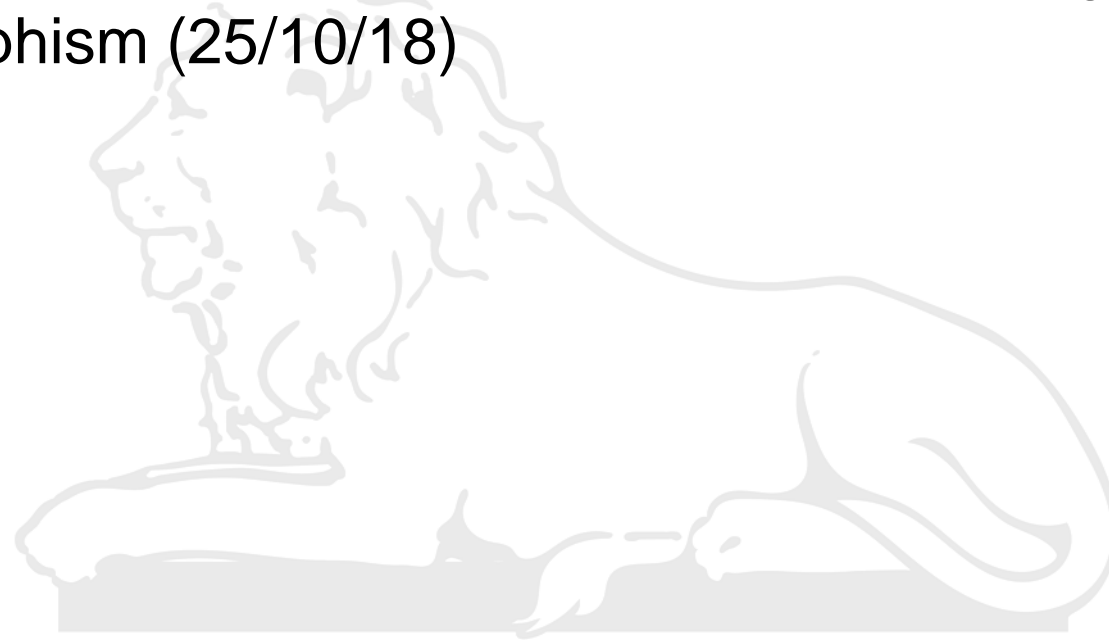
```
sh-4.3$ javac Honda3.java
sh-4.3$ java Honda3
Honda3@659e0bfd
80
sh-4.3$
```

- <http://goo.gl/kfCQJX>

# Access Modifiers (Revisit)

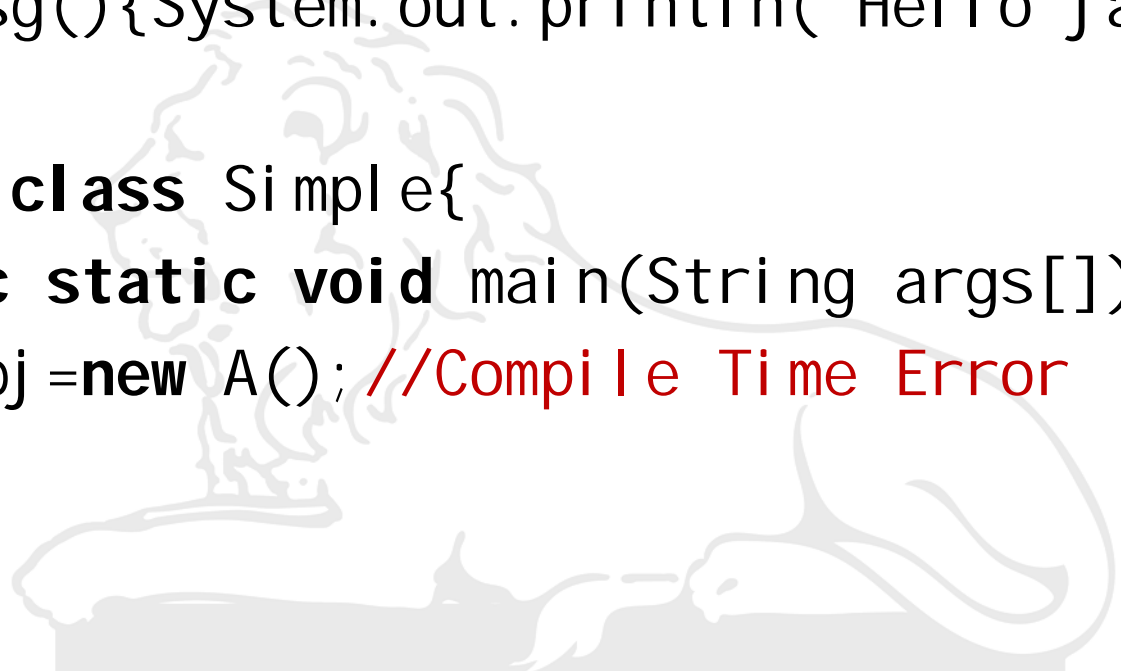
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- Lecture 35: [Access Modifiers](#), Method overriding, Run Time Polymorphism (25/10/18)



# Role of Private Constructor

```
class A{  
    private A(){} //private constructor  
    void msg(){System.out.println("Hello java"); }  
}  
public class Simple{  
    public static void main(String args[]){  
        A obj = new A(); //Compile Time Error  
    }  
}
```

A faint, stylized illustration of the Ganga River flowing through a landscape, serving as a background for the code block.

# default access modifier

//save by A.java

```
package pack;
```

```
class A{
```

```
    void msg(){System.out.println("Hello"); }  
}
```

//save by B.java

```
package mypack;
```

```
import pack.*;
```

```
class B{
```

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

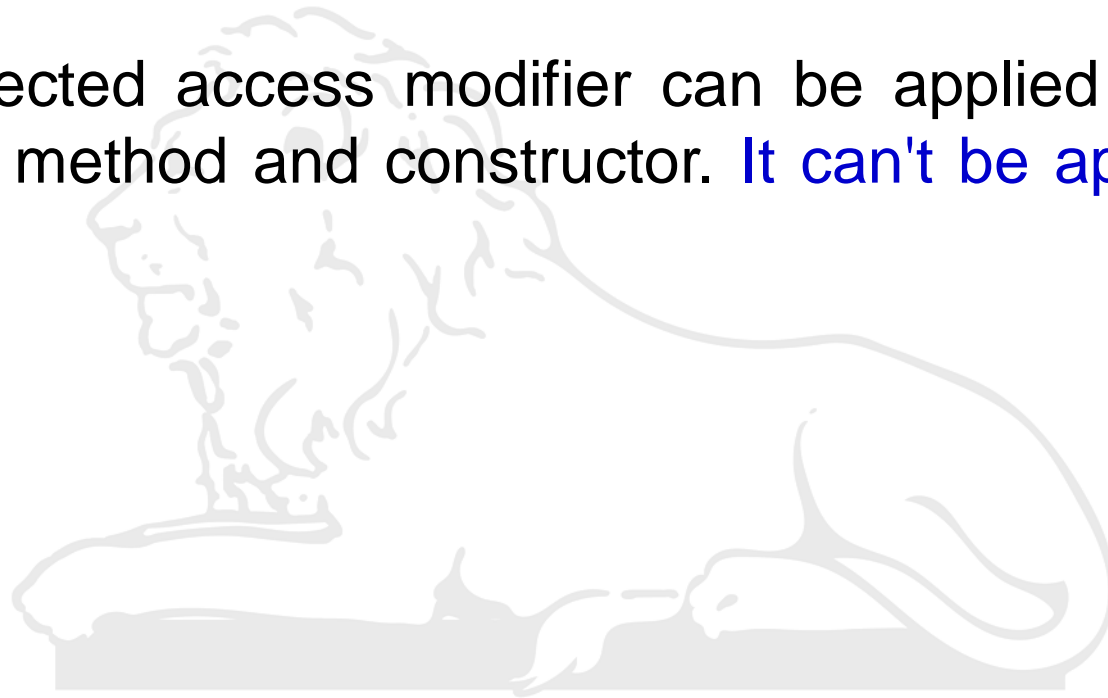
```
        A obj = new A(); //Compile Time Error
```

```
        obj.msg(); //Compile Time Error
```

```
    } }
```

# protected access modifier

- The **protected access modifier** is accessible within package and outside the package **but through inheritance only**.
- The protected access modifier can be applied on the data member, method and constructor. **It can't be applied on the class**.





# protected access modifier

```
1 //save as A.java
2 //CSN-103, IITR
3 package pack;
4 public class A{
5     protected void msg(){System.out.println("Hello I am Protected");}
6 }
```

<http://goo.gl/FTwFJy>



```
1 //save by B.java
2 package mypack;
3 import pack.*;
4
5 class B extends A{
6     public static void main(String args[]){
7         B obj = new B();
8         obj.msg();
9     }
10 }
```

Terminal

```
sh-4.3$ javac -d . A.java
sh-4.3$ javac -d . B.java
sh-4.3$ java mypack.B
Hello I am Protected
sh-4.3$
```



**codingground**  
SIMPLY EASY CODING

## Compile and Execute Java8 Online

⚙️ New Project



Compile

| Execute



Share Code

HelloWorld.java ×

A.java ×

📁 root

📄 A.java

📄 B.java

📄 HelloWorld.java

📁 mypack

📄 B.class

📁 pack

📄 A.class

```
1 //save as A.java
2 //CSN-103, IITR
3 package pack;
4 public class A{
5     protected void msg(){System.out.println("Hello I am Protected");}
6 }
```

🖥️ Default Term

+

Browser

```
sh-4.4$ javac -d . A.java
sh-4.4$ javac -d . B.java
sh-4.4$ java mypack.B
Hello I am Protected
sh-4.4$
```

# public access modifier

---

- Done in Lecture 35, Slide nos. 4 and 5





# Visibility Modifiers

Accessible to:	public	protected	Package (default)	private
Same Class	Yes	Yes	Yes	Yes
Class in package	Yes	Yes	Yes	No
Subclass in different package	Yes	Yes	No	No
Non-subclass different package	Yes	No	No	No



# Java access modifiers with method overriding

- If you are overriding any method, overridden method (i.e. declared in subclass) must not be more restrictive.

```
1 class A{
2     protected void msg(){System.out.println("Hello I am Protected in IITR");}
3 }
4
5 public class Simple extends A{
6     void msg(){System.out.println("Hello I am not Protected");}
7     public static void main(String args[]){
8         Simple obj=new Simple();
9         obj.msg();
10    }
11 }
```

Terminal

```
sh-4.3$ javac Simple.java
Simple.java:6: error: msg() in Simple cannot override msg() in A
void msg(){System.out.println("Hello I am not Protected");}
    ^
    attempting to assign weaker access privileges; was protected
1 error
sh-4.3$
```

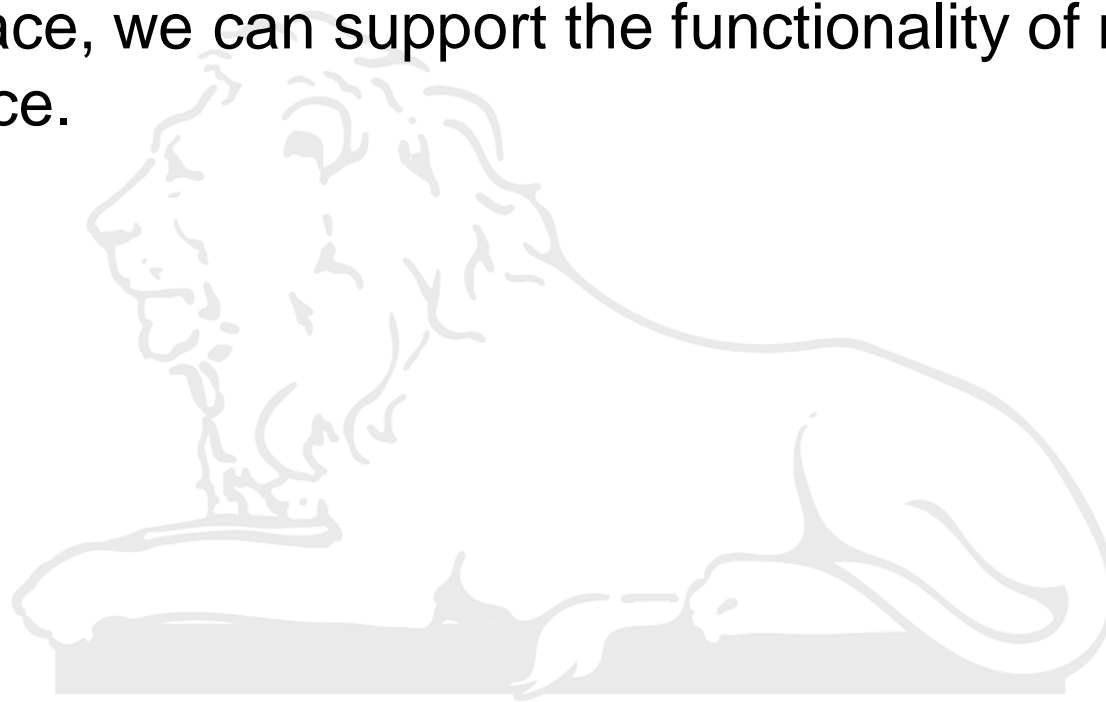


# Interface in Java

- An **interface in java** is a blueprint (a design plan) of a class. It has static constants and abstract methods only.
- The interface in java is **a mechanism to achieve fully abstraction.**
- There can be only abstract methods in the java interface not method body.
- It is used to achieve fully abstraction and **multiple inheritance** in Java.

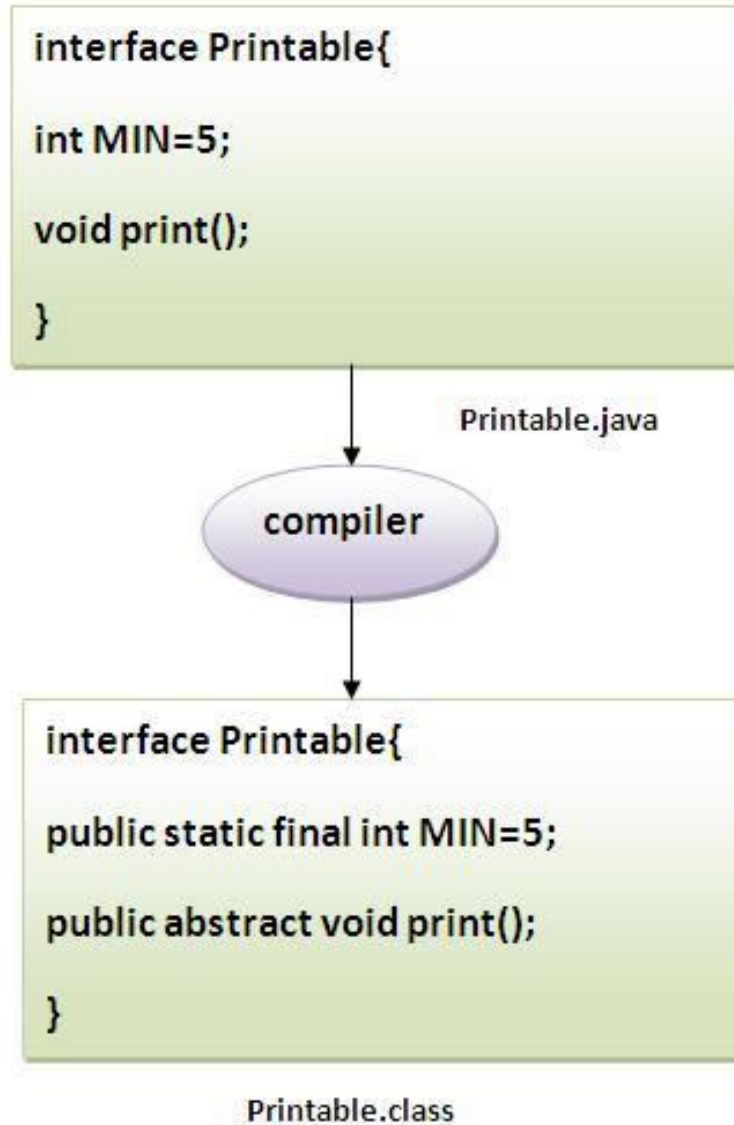
# Why use Java interface?

- It is used to achieve fully abstraction.
- By interface, we can support the functionality of multiple inheritance.

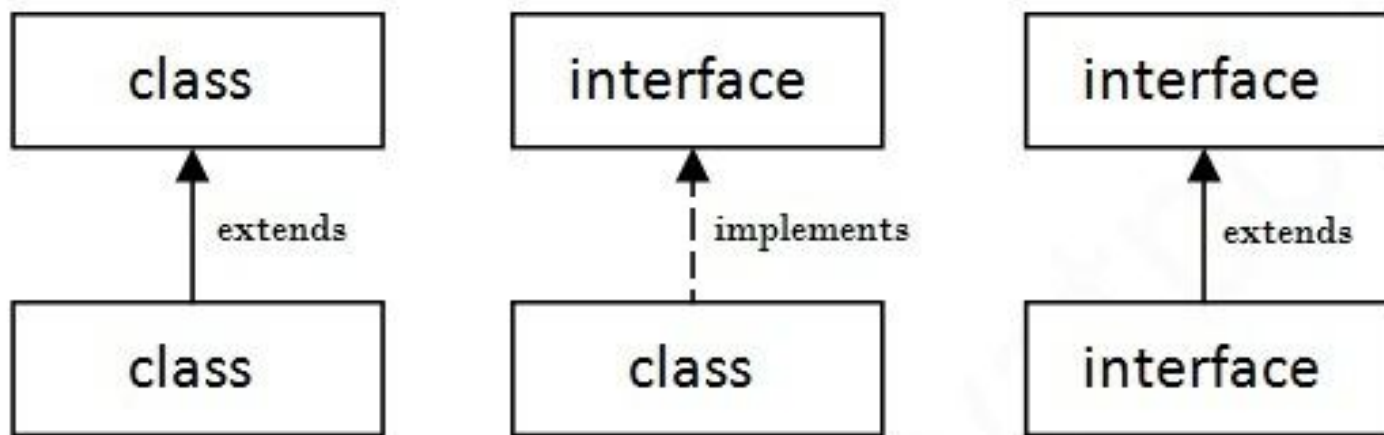




# interface



# Understanding relationship between classes and interfaces



# interface

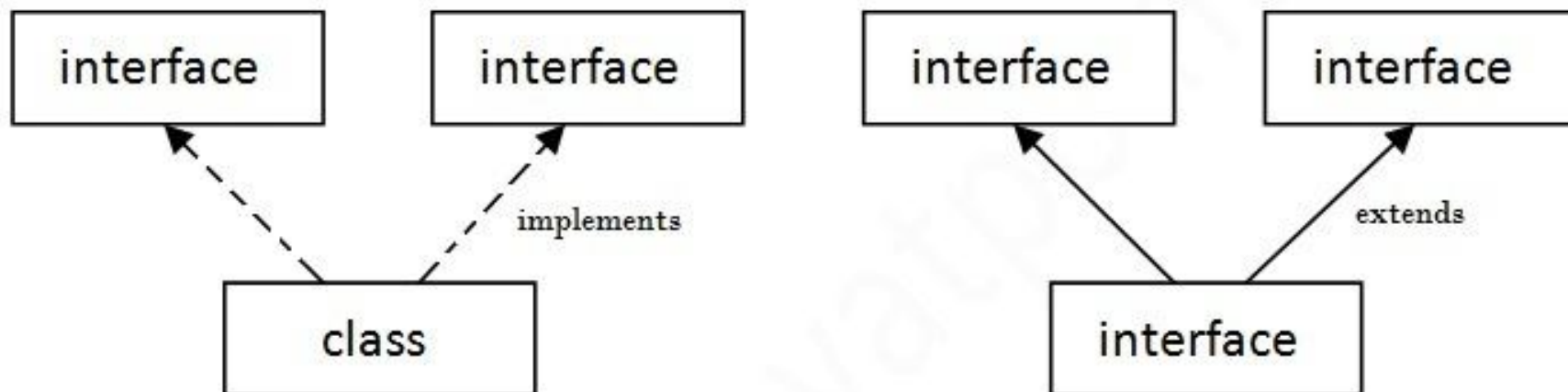
```
1 interface printable{
2     void print();
3 }
4
5 class A6 implements printable{
6     public void print(){System.out.println("Learning Interface @ IITR");}
7 }
8 public static void main(String args[]){
9     A6 obj = new A6();
10    obj.print();
11 }
12 }
```

Terminal

```
sh-4.3$ javac A6.java
sh-4.3$ java A6
Learning Interface @ IITR
sh-4.3$
```

<http://goo.gl/ugxxLg>

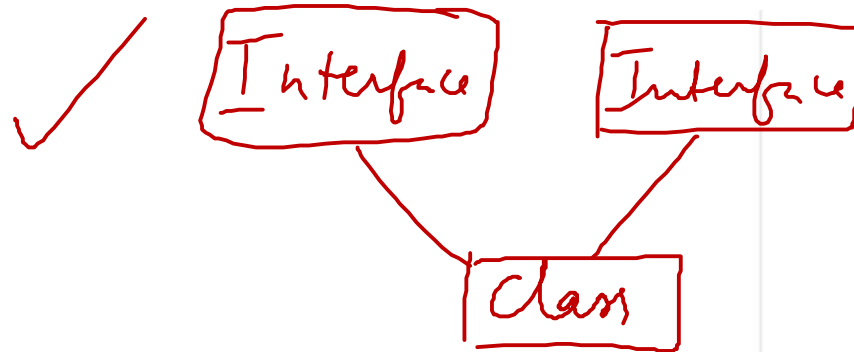
# Multiple inheritance in Java by interface



**Multiple Inheritance in Java**

# Multiple inheritance in Java by interface

```
1 interface Printable{
2     void print();
3 }
4
5 interface Showable{
6     void show();
7 }
8
9 class A7 implements Printable, Showable{
10
11     public void print(){System.out.print("Hi, We are learning");}
12     public void show(){System.out.println(" Multiple Inheritance through JAVA interface @ IITR");}
13
14     public static void main(String args[]){
15         A7 obj = new A7();
16         obj.print();
17         obj.show();
18     }
19 }
```



Terminal

```
sh-4.3$ javac A7.java
sh-4.3$ java A7
Hi, We are learning Multiple Inheritance through JAVA interface @ IITR
sh-4.3$
```

- <http://goo.gl/NooHDS>

- Multiple inheritance is not supported through class in java but it is possible by interface, why?
- it is supported in case of interface because there is no ambiguity as implementation is provided by the implementation class.



# Multiple inheritance

```
1 interface Printable{
2     void print();
3 }
4
5 interface Showable{
6     void print();
7 }
8
9 class A8 implements Printable, Showable{
10
11     public void print(){System.out.println("CSN-103 @ IITR");}
12
13     public static void main(String args[]){
14         A8 obj = new A8();
15         obj.print();
16     }
17 }
```

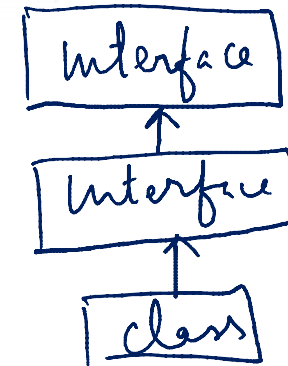
## Terminal


```
sh-4.3$ javac A8.java
sh-4.3$ java A8
CSN-103 @ IITR
sh-4.3$
```

- <http://goo.gl/vmCk75>

# Interface inheritance

```
1 interface Printable{
2     void print();
3 }
4 interface Showable extends Printable{
5     void show();
6 }
7 class Testinterface2 implements Showable{
8
9     public void print(){System.out.print("Hi, We are learning");}
10    public void show(){System.out.println(" Interface inheritance @ IITR");}
11
12    public static void main(String args[]){
13        Testinterface2 obj = new Testinterface2();
14        obj.print();
15        obj.show();
16    }
17 }
```



 Terminal

```
sh-4.3$ javac Testinterface2.java
sh-4.3$ java Testinterface2
Hi, We are learning Interface inheritance @ IITR
sh-4.3$
```

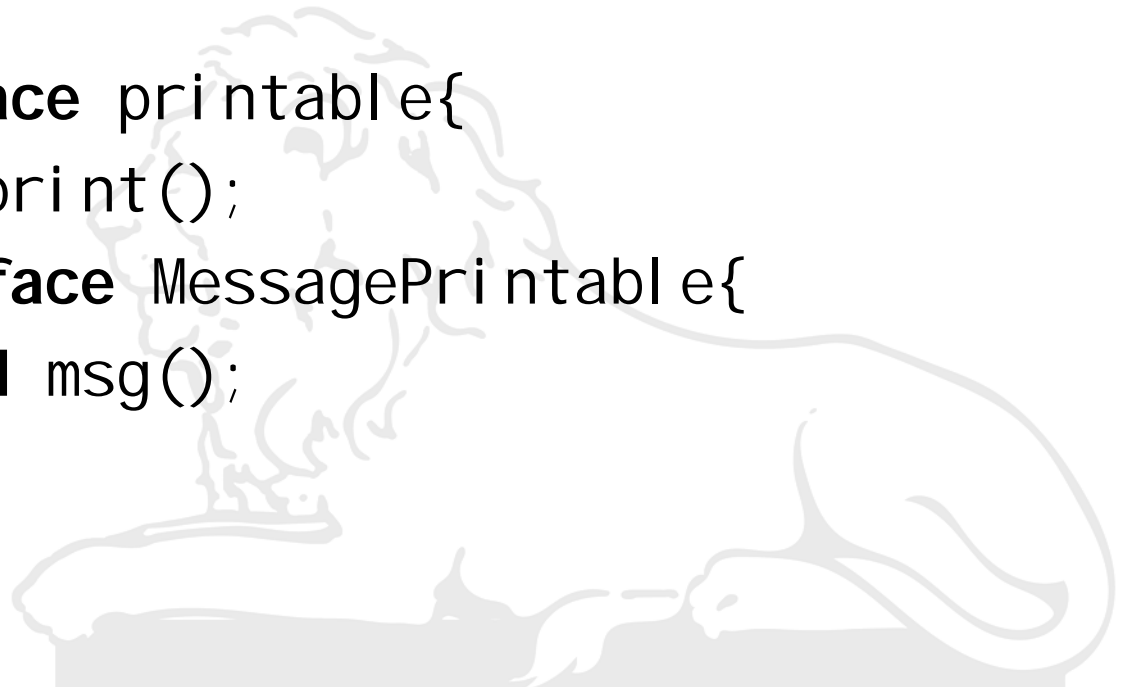
<http://goo.gl/x4pQPF>



# Nested Interface in Java

- An interface can have another interface i.e. known as nested interface.

```
interface printable{  
    void print();  
    interface MessagePrintable{  
        void msg();  
    }  
}
```

A faint, light gray background image of a lion statue, likely the Roorkee Lion, is visible behind the code.

# Difference between abstract class and interface



Abstract class	Interface
1) Abstract class can <b>have abstract and non-abstract</b> methods.	Interface can have <b>only abstract</b> methods.
2) Abstract class <b>doesn't support multiple inheritance.</b>	Interface <b>supports multiple inheritance.</b>
3) Abstract class <b>can have final, non-final, static and non-static variables.</b>	Interface has <b>only static and final variables.</b>
4) Abstract class <b>can have static methods, main method and constructor.</b>	Interface <b>can't have static methods, main method or constructor.</b>

# Difference between abstract class and interface



5) Abstract class **can provide the implementation of interface.**

Interface **can't provide the implementation of abstract class.**

6) The **abstract keyword** is used to declare abstract class.

The **interface keyword** is used to declare interface.

7) **Example:**

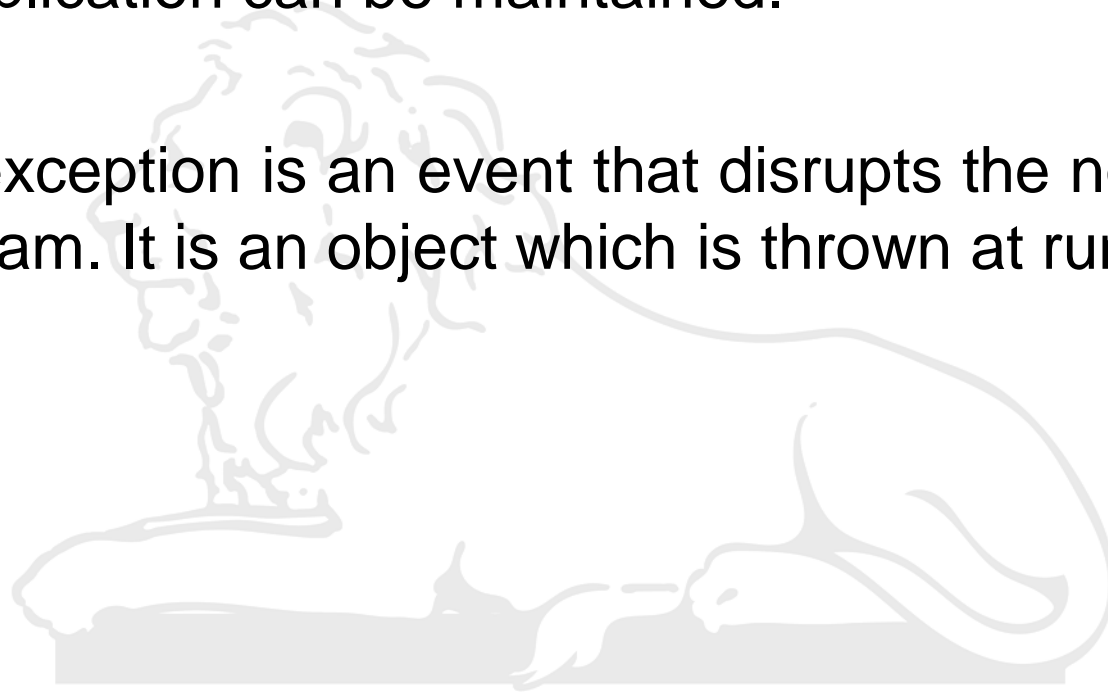
```
public abstract class Shape{  
    public abstract void draw();  
}
```

**Example:**

```
public interface Drawable{  
    void draw();  
}
```

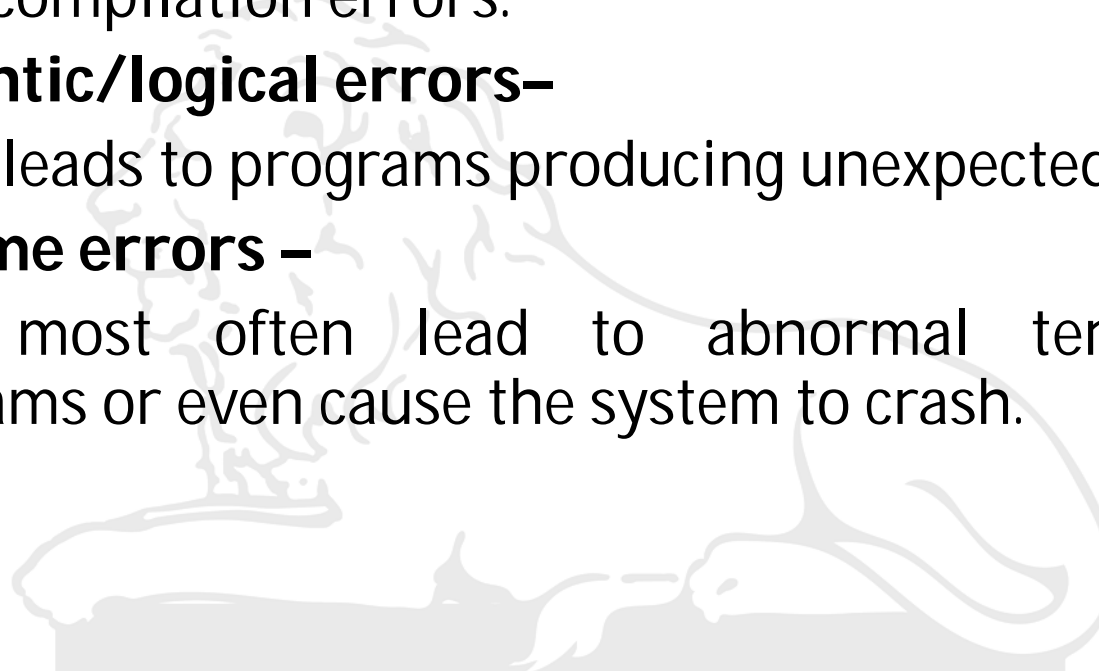
# Exception Handling in Java

- The **exception handling in java** is one of the powerful *mechanisms to handle the runtime errors* so that normal flow of the application can be maintained.
- In java, exception is an event that disrupts the normal flow of the program. It is an object which is thrown at runtime.



# Introduction:

- Errors in coding are categorised as:
  - **syntax errors** –  
compilation errors.
  - **Semantic/logical errors**–  
leads to programs producing unexpected outputs.
  - **runtime errors** –  
most often lead to abnormal termination of programs or even cause the system to crash.



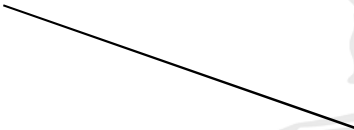
# Common Runtime Errors:

- Dividing a number by zero.
- Accessing an element that is out of bounds of an array.
- Trying to store incompatible data elements.
- Using negative value as array size.
- Trying to convert from string data to a specific data value (e.g., converting string "abc" to integer value).
- File errors:
  - opening a file in "read mode" that does not exist or no read permission
  - Opening a file in "write/update mode" which has "read only" permission.
  - .....

# Without Error Handling – Example

```
class NoErrorHandling{  
    public static void main(String[] args){  
        int a,b;  
        a = 7;  
        b = 0;  
        System.out.println("Result is " + a/b);  
        System.out.println("Program reached this line");  
    }  
}
```

Program does not reach here

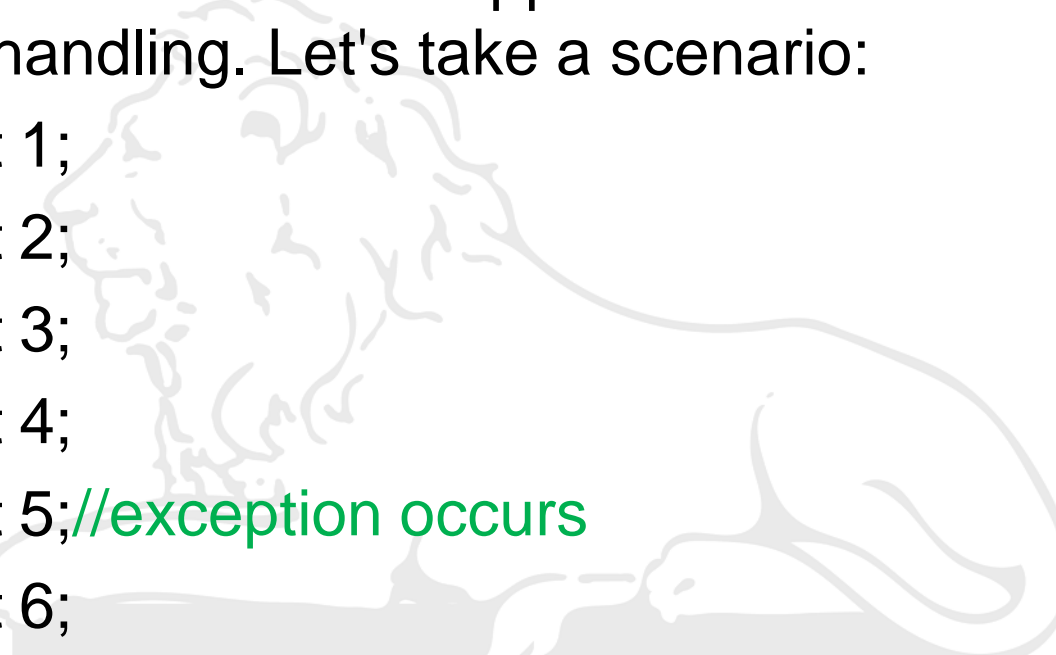


No compilation errors. While running it reports an error and stops Without executing further statements:  
java.lang.ArithmeticException: / by zero at Error2.main(Error2.java:10)

# Advantage of exception handling

- The core advantage of exception handling is **to maintain the normal flow of the application**. Exception normally disrupts the normal flow of the application that is why we use exception handling. Let's take a scenario:

statement 1;  
statement 2;  
statement 3;  
statement 4;  
statement 5; *//exception occurs*  
statement 6;  
statement 7;  
statement 8;

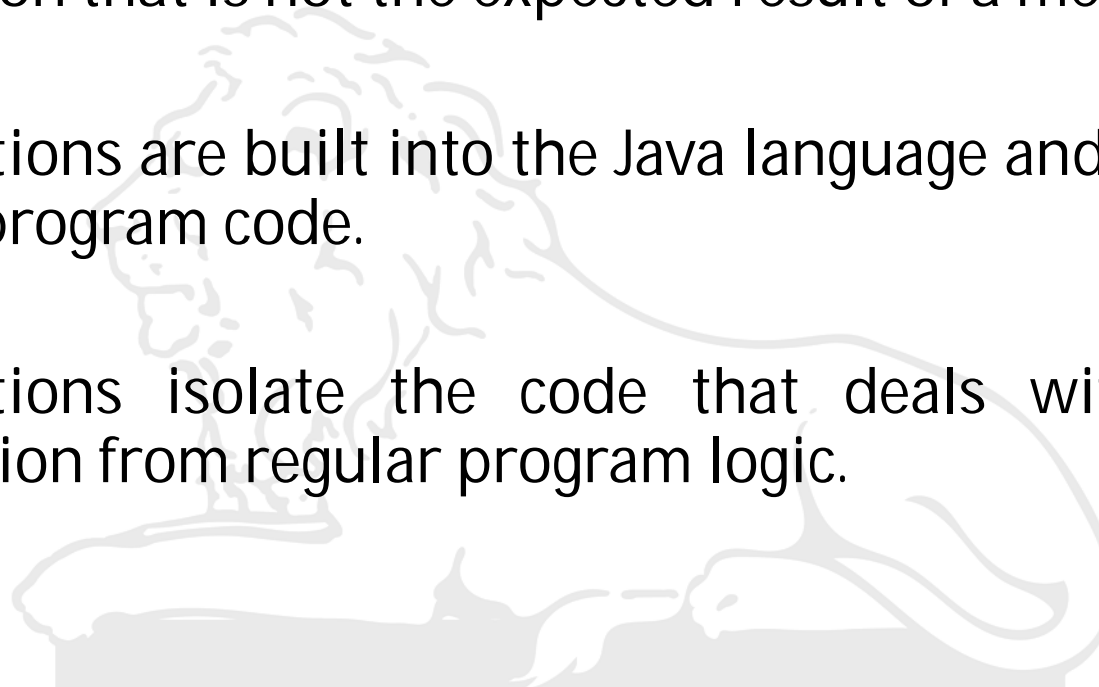
A faint, stylized illustration of a lion lying down, facing left, positioned behind the code snippets.





# Exceptions

- What are they?
  - An exception is a representation of an error condition or a situation that is not the expected result of a method.
  - Exceptions are built into the Java language and are available to all program code.
  - Exceptions isolate the code that deals with the error condition from regular program logic.



## Common Java Exceptions

- `ArithmeticException`
- `ArrayIndexOutOfBoundsException`
- `ArrayStoreException`
- `FileNotFoundException`
- `IOException` – general I/O failure
- `NullPointerException` – referencing a null object
- `OutOfMemoryException`
- `SecurityException` – when applet tries to perform an action not allowed by the browser's security setting.
- `StackOverflowException`
- `StringIndexOutOfBoundsException`



# Types of Exception

- There are mainly two types of exceptions: checked and unchecked where error is considered as unchecked exception.

## 1) Checked Exception

- The classes that extend Throwable class except RuntimeException and Error are known as checked exceptions
- e.g. IOException, SQLException etc. Checked exceptions are checked at compile-time.

## 2) Unchecked Exception

- The classes that extend RuntimeException are known as unchecked exceptions
- e.g. ArithmeticException, NullPointerException, ArrayIndexOutOfBoundsException etc. Unchecked exceptions are not checked at compile-time rather they are checked at runtime.



# Checked Exception

```
Execute | Embed main.cpp Stdin
1  #include <iostream>
2
3  using namespace std;
4
5  int main()
6  {
7      cout << "Hello World" << endl;
8      int a[10];
9      cout<<a;
10     return 0;
11 }
12
```

```
$g++ -o main *.cpp
```

```
$main
```

```
Hello World
```

```
0x7ffcc338a480
```



# Checked Exceptions

```
Execute | Embed main.cpp Stdin
1  #include <iostream>
2
3  using namespace std;
4
5  int main()
6  {
7      cout << "Hello World" << endl;
8      int a[1000000000000000];
9      cout<<a;
10     return 0;
11 }
12
```

```
$g++ -o main *.cpp
```

```
$main
```

```
timeout: the monitored command dumped core
```

```
sh: line 1: 88295 Bus error
```

```
timeout 10s main
```

# Common scenarios where exceptions may occur

- 1) Scenario where `ArithmeticException` occurs

```
int a=50/0; //ArithmeticException
```

```
1 public class ArithExcep{  
2  
3     public static void main(String []args){  
4         int a=50/0;  
5         System.out.println(a);  
6     }  
7 }  
8
```

Terminal

```
sh-4.3$ javac ArithExcep.java ✓  
sh-4.3$ java ArithExcep  
Exception in thread "main" java.lang.ArithmeticException: / by zero  
    at ArithExcep.main(ArithExcep.java:4)  
sh-4.3$
```

<http://goo.gl/I07yXG>



## 2) Scenario where NullPointerException occurs

```
1 public class NULLPtrExc{
2
3     public static void main(String []args){
4         String s=null;
5         System.out.println(s.length()); //NullPointerException
6     }
7 }
8
```

Terminal

```
sh-4.3$ javac NULLPtrExc.java
sh-4.3$ java NULLPtrExc
Exception in thread "main" java.lang.NullPointerException
    at NULLPtrExc.main(NULLPtrExc.java:5)
sh-4.3$
```

- <http://goo.gl/OORdJB>



### 3) Scenario where NumberFormatException occurs

```
1 public class FormatExcept{
2
3     public static void main(String []args){
4         String s="abc";
5         int i=Integer.parseInt(s);//NumberFormatException
6         System.out.println(i);
7     }
8 }
9
```

Terminal

```
sh-4.3$ javac FormatExcept.java
sh-4.3$ java FormatExcept
Exception in thread "main" java.lang.NumberFormatException: For input string: "abc"
    at java.lang.NumberFormatException.forInputString(NumberFormatException.java:65)
    at java.lang.Integer.parseInt(Integer.java:580)
    at java.lang.Integer.parseInt(Integer.java:615)
    at FormatExcept.main(FormatExcept.java:5)
sh-4.3$
```

<http://goo.gl/xWOJK6>



## 4) Scenario where ArrayIndexOutOfBoundsException occurs

```
1 public class ArrayExcept{  
2  
3     public static void main(String []args){  
4         int a[]=new int[5];  
5         a[10]=50; //ArrayIndexOutOfBoundsException  
6         System.out.println(a[10]);  
7     }  
8 }
```

 Terminal

```
sh-4.3$ javac ArrayExcept.java  
sh-4.3$ java ArrayExcept  
Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 10  
    at ArrayExcept.main(ArrayExcept.java:5)  
sh-4.3$
```

<http://goo.gl/z8OnuC>

# Java Exception Handling Keywords

- There are 5 keywords used in java exception handling.
  - try
  - catch
  - finally
  - throw
  - throws





# Exception-Handling:

- Java exception handling is managed by via five keywords: **try**, **catch**, **throw**, **throws**, and **finally**.
- Program statements to monitor are contained within a **try block**.
- If an exception occurs within the **try block**, it is thrown.
- Code within **catch block** catch the exception and handle it.
- System generated exceptions are automatically thrown by the Java run-time system.
- To manually throw an exception, use the keyword **throw**.
- Any exception that is thrown out of a method must be specified as such by a **throws** clause.

## Uncaught Exceptions

- If an exception is not caught by user program, then execution of the program stops and it is caught by the default handler provided by the Java run-time system
- Default handler prints a stack trace from the point at which the exception occurred, and terminates the program

**Ex:**

```
class Exc0 {  
    public static void main(String args[]) {  
        int d = 0;  
        int a = 42 / d;  
    }  
}
```

**Output:**

```
java.lang.ArithmeticException: / by zero  
    at Exc0.main(Exc0.java:4)  
Exception in thread "main"
```

## Uncaught Exceptions

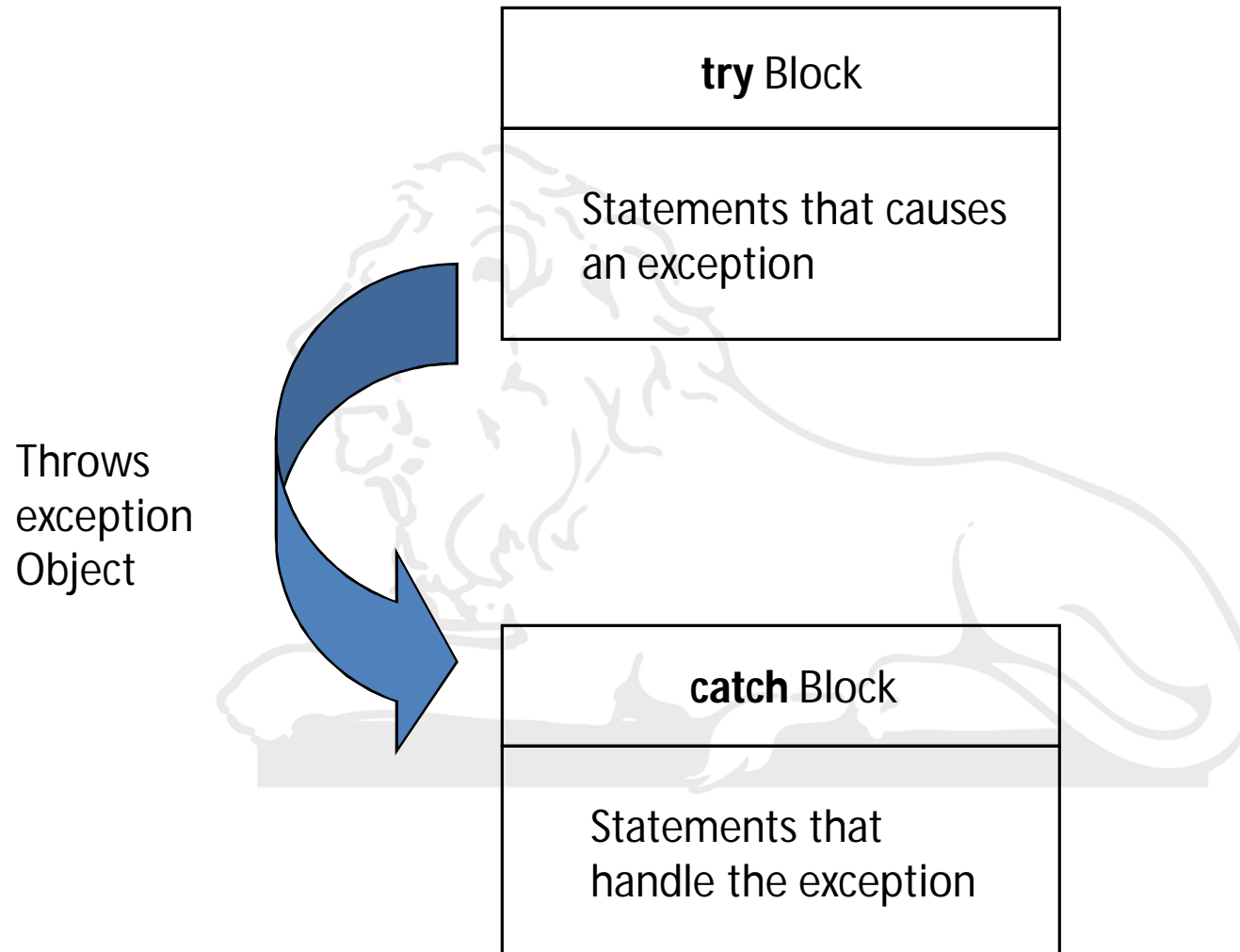
Ex:

```
class Exc1 {  
    static void subroutine() {  
        int d = 0;  
        int a = 10 / d;  
    }  
    public static void main(String args[]) {  
        Exc1.subroutine();  
    }  
}
```

- **Output: IS THIS CORRECT?**

```
java.lang.ArithmeticException: / by zero  
    at Exc0.main(Exc0.java:4)  
Exception in thread "main"
```

# Exception Handling Mechanism



# Syntax of Exception Handling Code



```
...  
...  
try {  
    // statements  
}  
catch( Exception-Type e)  
{  
    // statements to process exception  
}  
..  
..
```

A faint, light gray watermark of a lion statue is visible in the background of the slide, positioned behind the code block.

# Use of try catch

```
1 public class Testtrycatch1{  
2     public static void main(String args[]){  
3         int data=50/0;//may throw exception  
4         System.out.println("rest of the code...");  
5     }  
6 }
```

Terminal

```
sh-4.3$ javac Testtrycatch1.java  
sh-4.3$ java Testtrycatch1  
Exception in thread "main" java.lang.ArithmeticException: / by zero  
    at Testtrycatch1.main(Testtrycatch1.java:3)  
sh-4.3$
```

<http://goo.gl/RVMzju>



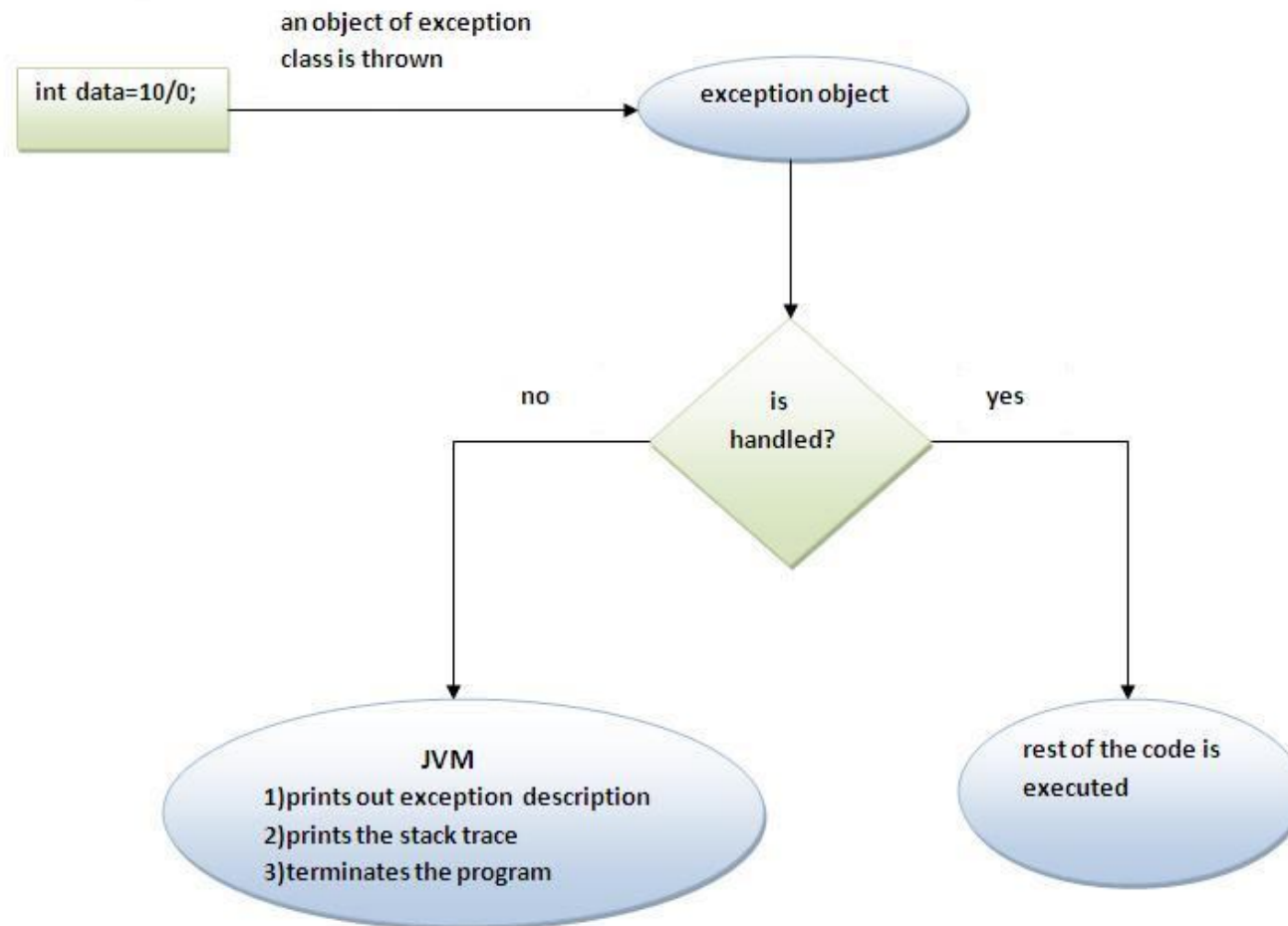
```
1 public class Testtrycatch2{
2     public static void main(String args[]){
3         try{
4             int data=50/0;
5         }
6         catch(ArithmeticException e)    // catch ( ) {....}
7     {System.out.println(e);}
8     System.out.println("rest of the code...");
9 }
10 }
```

Terminal

```
sh-4.3$ javac Testtrycatch2.java
sh-4.3$ java Testtrycatch2
java.lang.ArithmeticException: / by zero
rest of the code...
sh-4.3$
```

- <http://goo.gl/RVMzju>

# Internal working of java try-catch block





# Multiple catch Clauses

- In some cases, more than one exception could be raised by a single piece of code.
- To handle this type of situation, you can specify two or more catch clauses, each catching a different type of exception.
- When an exception is thrown, each catch statement is inspected in order, and the first one whose type matches that of the exception is executed.
- After one catch statement executes, the others are bypassed, and execution continues after the try/catch block.
- The example given in next slide traps three different exception types:

# Multiple Catching in JAVA

```
1 public class TestMultipleCatchBlock{
2     public static void main(String args[]){
3         try{
4             int a[]=new int[5];
5             a[5]=100/0;
6         }
7         catch(ArithmeticException e){System.out.println("task1 is completed");}
8         catch(ArrayIndexOutOfBoundsException e){System.out.println("task 2 completed");}
9         catch(Exception e){System.out.println("common task completed");}
10
11     System.out.println("rest of the code...");
12 }
13 }
```

Terminal

```
sh-4.3$ javac TestMultipleCatchBlock.java
sh-4.3$ java TestMultipleCatchBlock
task1 is completed
rest of the code...
sh-4.3$
```

- <http://goo.gl/jnZ92x>

# Multiple Catching in JAVA

- At a time only one Exception is occurred and at a time only one catch block is executed.
- All catch blocks must be ordered from most specific to most general i.e. catch for `ArithmeticException` must come before catch for `Exception`.





# Multiple Catching in JAVA

```
1 class TestMultipleCatchBlock1{
2     public static void main(String args[]){
3         try{
4             int a[]=new int[5];
5             a[5]=30/0;
6         }
7         catch(Exception e){System.out.println("common task completed");}
8         catch(ArithmeticException e){System.out.println("task1 is completed");}
9         catch(ArrayIndexOutOfBoundsException e){System.out.println("task 2 completed");}
10        System.out.println("rest of the code...");
11    }
12 }
```

```
Terminal
sh-4.3$ javac TestMultipleCatchBlock1.java
TestMultipleCatchBlock1.java:8: error: exception ArithmeticException has already been caught
    catch(ArithmeticException e){System.out.println("task1 is completed");}
    ^
TestMultipleCatchBlock1.java:9: error: exception ArrayIndexOutOfBoundsException has already been caught
    catch(ArrayIndexOutOfBoundsException e){System.out.println("task 2 completed");}
    ^
2 errors
sh-4.3$
```

- <http://goo.gl/LVxb0m>





Thank you all  
so much!!!

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