

JAVA ABSTRACTION

◆ What is Abstraction in Java?

Abstraction is the process of hiding the internal details and showing only the essential features of an object.

◆ Real-Life Example:

When you drive a car, you only use the steering, brakes, and accelerator. You don't need to know how the engine works internally.

◆ Why Use Abstraction?

- To reduce complexity.
- To increase security (by hiding data).
- To focus only on what an object does, not **how** it does it.

◆ How to Achieve Abstraction in Java?

Java provides two ways to achieve abstraction:

1. Abstract Classes (0–100% abstraction)
2. Interfaces (100% abstraction before Java 8, partial after)

◆ 1. Abstract Class

- A class declared with the abstract keyword.
- Can have abstract (no body) and non-abstract methods.
- Cannot be instantiated (no new object).

```
abstract class Animal {  
    abstract void sound(); // abstract method  
    void eat() {  
        System.out.println("This animal eats food.");  
    }  
}  
  
class Dog extends Animal {  
    void sound() {  
        System.out.println("Dog barks");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        Animal a = new Dog();  
        a.sound();  
        a.eat();  
    }  
}
```

◆ 2. Interface (From Java 8+)

- All methods are **abstract by default** (before Java 8).
- From Java 8, can have **default** and **static** methods.
- A class implements an interface using implements keyword.

```
interface Animal {  
    void sound();  
}  
  
class Cat implements Animal {  
    public void sound() {  
        System.out.println("Cat meows");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        Animal a = new Cat();  
        a.sound();  
    }  
}
```



Key Differences: Abstract Class vs Interface

Feature	Abstract Class	Interface
Keyword	abstract	interface
Constructors	Yes	No
Inheritance type	extends	implements
Multiple inheritance	Not supported	Supported (multiple interfaces)
Method types	Both abstract + normal	Only abstract (Java <8)



Summary

- **Abstraction = Hiding implementation, showing functionality**
- Use **abstract class** when:
 - You want some default behavior.
 - You need fields or constructors.
- Use **interface** when:
 - You want to support multiple inheritance.
 - You want full abstraction.