

## Programming - memo

An abstract is a **template** for a general idea that is **not yet finished**. Because it is **unfinished**, we **cannot** create an object from it. A **class** that uses that template has to at least **define** the unfinished things. This class can have on its own **more** things than just the template if it needs to.

## Interfaces and abstracts

Interfaces: <ul style="list-style-type: none"><li>○ Cannot have attributes</li><li>○ Cannot implement methods</li><li>○ All methods are public</li><li>○ Need another class to be used</li><li>○ Promotes class independence</li></ul>	Abstracts: <ul style="list-style-type: none"><li>○ Can have attributes</li><li>○ Can implement methods</li><li>○ You choose the method visibility</li><li>○ Need another class to be used</li><li>○ Promotes class dependence</li></ul>
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## How to define an abstract

<ul style="list-style-type: none"><li>○ We write <b>public abstract class</b> followed by the name</li><li>○ <b>Everything</b> else is exactly like normal classes</li><li>○ Abstract means <b>unfinished</b>, and therefore a <b>new</b> Transport object <b>cannot</b> be created</li><li>○ This abstract class represents a <b>template</b> for transports</li></ul>	<pre>public abstract class Transport {      private String engine;      public Transport(String engine) {         this.engine = engine;     }      public void drive(){         System.out.println("Driving");     } }</pre>
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## How to extend from an abstract

<ul style="list-style-type: none"><li>○ We create a class as usual</li><li>○ We add <b>extends</b> plus the name of the abstract</li><li>○ We add the <b>constructor</b> if the abstract had one</li><li>○ We can use everything from Transport that was <b>not private</b></li><li>○ We can <b>add</b> anything else we want, like the <b>fly</b> method</li></ul>	<pre>public class Plane extends Transport {      public Plane(String engine) {         super(engine);     }      public void fly(){         System.out.println("Flying");     } }</pre>
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## Abstract methods

An abstract method is something that the template **does**, but it's still **uncertain** how it should do it. They define the *what* but not the *how*. Basically they are the same as **interface methods**, but you can choose the **visibility**. Every class that **extends** from this abstract must **define** its abstract methods.

## Abstract methods

<ul style="list-style-type: none"><li>○ We write the visibility</li><li>○ We write the keyword <b>abstract</b></li><li>○ We write the return type</li><li>○ We write the name</li><li>○ We write the arguments</li><li>○ We end with a <b>semicolon</b></li><li>○ Almost the same as interface methods</li></ul>	<pre>public abstract class Kid {      public abstract void annoy();  }</pre>
<ul style="list-style-type: none"><li>○ We define all <b>abstract</b> methods of the class from which we <b>extend</b></li><li>○ Defined exactly the same as with <b>interface methods</b></li></ul>	<pre>public class Tommy extends Kid {     @Override     public void annoy() {         System.out.println("Are we there yet?");     } }</pre>

## The protected visibility

Review of the **four** types of visibility **limitations**:

- **public** - available to every class
- **default** - available only to classes organized in the same package
- **private** - available only to the same class
- **protected** - available to classes organized in the same package and to classes that extend from that class, regardless of the package where they are