

# FINAL VARIABLE

- ❑ INDICATES THEY CANNOT BE MODIFIED AFTER DECLARATION
- ❑ INDICATE THAT THEY ARE CONSTANTS
- ❑ MUST BE INITIALIZED WHEN DECLARED. CAN NOT BE CHANGED AFTER THAT
- ❑ USE ALL-CAPS IDENTIFIERS.

EXAMPLE:

```
PRIVATE FINAL INT INCREMENT = 5;
```

# Final variable

```
class demo
{
    final int a=10;
    void increment()
    {
        a++; // Error
    }
}
```



# FINAL METHOD

- ❑ CANNOT BE OVERRIDDEN IN A SUBCLASS
- ❑ STATIC AND PRIVATE METHODS ARE IMPLICITLY FINAL

# Using final to prevent overriding

```
Class A{  
    final void display(){ }  
}
```

```
Class B extends A  
{  
    void display(){ } // Error  
}
```



# FINAL CLASS

- ❑ CANNOT BE A SUPER-CLASS (CANNOT INHERIT FROM IT)
- ❑ ALL METHODS IN CLASS ARE IMPLICITLY FINAL

# Using final to prevent inheritance

```
final class A{  
  
    }  
  
class B extends A // Error  
  
    {  
  
    }
```