

# Day-6

# Agenda

**OOP'S  
Collections**

**Abstraction**

**Encapsulation**

**Polymorphism**

**Inheritance**

## OOP's Concept

### Abstraction

**Hiding internal implementation details & just highlights the set of service what we are offering is called “Abstraction”**

### Encapsulation

**A class said to be highly encapsulated iff every data members declared as private .**

**OR**

**Encapsulation data & corresponding methods in to a single modules is called “encapsulation”**

## Polymorphism

**Where the nature of object decides at run time is called polymorphism .**

**Compile Time**

**Run Time**

## OOP's Concept

### Polymorphism

**one object is responsible to perform multiple task at run time is called polymorphism .**

**There are Two types of polymorphism**

**Compile Time or Method Overloading**

**Run Time or Method Overriding**

### **What is Covariant Return type**

**Child return type need not to be same as parent method returns type. Where child classes also allowed .**

**This is only applicable for object type not for primitive type**

**Ex- Object -> String , Object -> Integer , Number -> Integer etc...**

## Compile Time or Method Overloading

**Two method are said to be overloaded iff method names are same but arguments are different**

## Run Time or Method Overriding

**Two method are said to be overridden iff method name & signature must be matched .**

**In overriding return type must be matched , but this rules is applied until 1.4 v. But from 1.5 v onwards Covariant returns types are allowed .**

**We can not override the final & private type method**

**We can not override the static method , it is called method hiding .**

## Difference between Overloading & Overriding :

| Property                      | Overloading  | Overriding                                       |
|-------------------------------|--|--|
| 1. Method Name                | Must be same   | Must be same                                     |
| 2. Arguments                  | Must be different  | Must be same                                     |
| 3. Method Signature           | No restriction   | Must be same                                     |
| 4. Private , Static , & final | Can be overloaded  | Can not be overloaded                            |
| 5. Access Modifiers           | No restriction   | We can not decrease the scope                    |
| 6.Method resolution           | Always take care by the compiler based on reference type | Always take care by the JVM based on runtime     |
| 7. Also known as              | Compile time , static polymorphism , early binding       | Run time , Dynamic polymorphism , late binding . |



### Inheritance

**It is also known as “Is-A relationship ”**

**By using extends keyword we can implement Is-A Relationship**

**The main advantage of Is-A relationship is reusability of the code**

### Has-A Relationship

**This is also known as composite or aggregation**

**There is no specific keywords to implement Has-A relationship . Mostly we use new keywords**

**The main dis-advantage of Has-A relationship is to increase the dependency between class**