

# Day-5.1

# Agenda

**Method**

**Variables [Self Learning]**

**Refer Slide for definition**

**Public**

**If a method declared as the public then we can access that method anywhere .**

Abstract

**Even though we do not talk about implementation still we can declare a method with abstract modifier. I.e abstract method can have only deceleration but not implementation  
Hence, Every abstract method deceleration should compulsory ends with “;”**

**Child class are responsible to provide implementation for present class abstract method.**

**By declaring abstract method in parent class we can define guideline to the child class which describe the method those are to be compulsory by child class**

## Method

### Private

**If a method declared as the private then we can not access that method anywhere .**

**Scope of the method remains in same class.**

### Protected

**Protected method can be accessible in definition class**

#### Case-1

**Accessing method from the same package but different class**

#### Case-2

**Accessing method from a different package extending parent class**

## Method

### Final

**If a method declared as final then we are not allow to override the method .**

### Default

**When we do not use any keyword explicitly , java will set a default access to a given method**

**If a method declared as default then we can access that method only with in current package**

**I.e from outside of the package we can not access .**

Method

Static

**If a method declared as static then we call this method with class name only no object required .**

synchronized

Will learn in thread

Visibility	private	default	protected	public
1. Within the Same Class	Y	Y	Y	Y
2. From Child Class of same package	N	Y	Y	Y
3. From non-Child Class of package	N	Y	Y	Y
4. From Child Class of different package	N	N	Y [we should use the child class object]	Y
5. From non-Child Class of different package	N	N	N	Y



Variables

Public

Final

Default

Static

private

Transient

Protected

volatile