Day-6

Agenda

Variables

Interface

public

If we declare a member as public then we can access that member from anywhere but Corresponding class should be visible (public) I.e Before checking member visibility we have To check class visibility .

default

If a member declared as the default, than we can access that member only with in the current package and we can not access from outside of the package , hence default access is also known as package level access.

Variables

private

If a member declared as private then we can access that member only within the current class Corresponding class should be visible (public) I.e Before checking member visibility we have

protected

If a member declared as protected, then we can access that member within current package any where

But out side the package only in child class.

Within the current package we can access protected members either by parent reference or by child reference .

But from outside package we can access protected members only by using child reference. Parent reference throw Error.

Variables

final

In general for instance & static variables it is not required to perform initialization, explicitly JVM will always provide default value.

But if instance variable declared as final than compulsory we should perform initialization whether we are using or not

static

If a member declared as static, then explicitly JVM will always provide the default value

And to access static member we do not have to create the instance . With class reference only we can access .

Variables

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And to access static member we do not have to create the instance . With class reference only we can access .

super()	this()
This is to use to call the super class constructor	This is to use to call the current class constructor

super	this
To access the super class instance variables	To access the current class instance variables
Need to define explicitly to access the super class instance variable	By default for method this is implemented

Note : super & this can not be called inside static method

this(), super()	this, super
This is to call the super class and current class constructor .	This is to call the super class and current class instance variables .
We can use only this in constructor as as first statement .	We can use anywhere except static area
We can use only one at a time not both .	We can any number of times.

BREAK
Back in 10:21 PM IST

Any service requirement specification (SRS) is considered as Interface

From the client point of view an Interface defines the set of service what is expecting

From the service provider point of view an Interface defines the set of service what is offering

Hence, An Interface considered as contract between client & service provider

Advantage of Interface

We can achieve security because we are not highlighting our internal implementation

Enhancement will become very easy because without effecting outside person we can change our internal implementation .

Declaration of Interface

We can declare the interface by using interface keyword, we can implement an interface by using implements keywords.

Extends Vs Implements

Extends Vs Implements

A class can extends only one class at a time .

A class can implements any no of interface at a time

A class can extends a class and implement any no of interface at a time

Interface Method

Every method in interface is by default : "public, abstract"

Interface Variables

Every variables in interface is by default : "public, static, final"

Interface Naming conflict

Case -1

If two interface contains a method with same signature & same return type in the implementation class ,

we can provide implementation for only one method

Case -2

If two interfaces contains a method with same name but different argument then, in the implementation class

We have to provide implementation for both methods & hence methods are considered as overloaded methods

Case-3

If two interface contains a method with same signature but different return types than it is impossible to implement both interface at at time .

Marker Interface

If an interface would not contain any method & by implementing that interface if our object will get ability

Such types of interface are called marker interface or tag interface or ability interface.

Ex : Serializable , clonable , Random Access etc…

Interface	Abstract Class
If we don't know any thing about implementation just we have the. Requirement than we should go for interface	If we are talking about implementation but not completely then we should go for abstract class
Every method present inside the interface is by default public & abstract	Every method present inside abstract class need not be public & abstract . We can take concrete method also
The following modifiers are not allowed for interact method . Strictfp, protected, static, native, private , final , synchronized .	There are no restriction for abstract class method modifiers . We can use any modifiers
Every variable present inside interface is public , static , final , by default .	Abstract variable need not be public , final , static
For the interface variables we can not declare the following modifiers : private , protucted, transient, volatile	There are no restriction for abstract class variable modifiers .
For the interface variables compulsory we should perform initialization at the time of declaration only	For the abstract class variables there is no restriction like performing initialization
Inside interface we can not take constructor	Inside abstract class we can take constructor .