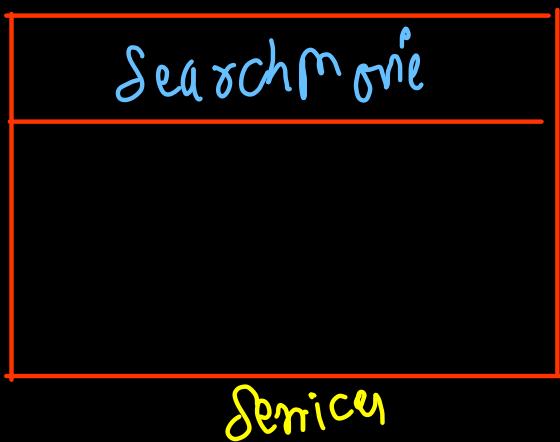
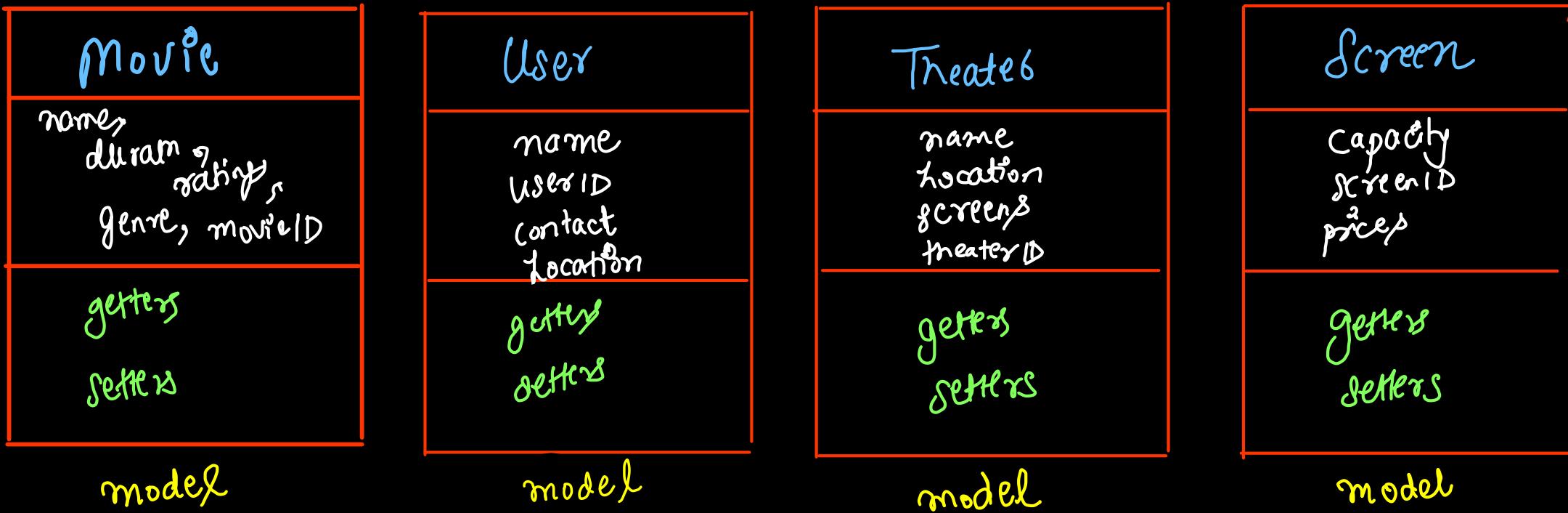


# Design BookMyShow



-----

## Java Compilation & Execution using Terminal

Compilation :> "javac filename.java"  
↳ It will make .class files for each class in .java file

Execution :> "java classname"

- ↳ class should have public static void main(String [] args) method, otherwise no main method found runtime error
- ↳ To run a program using a particular class, it is not necessary that class should be public.

Important

Public class must have same name as the .java filename.  
because JVM will look for an entry point, ie. class having main() method, So we are telling JVM that class which is public will be entry point.

## Interview Questions

Q) Can classes or interfaces be "private"?

A) Only inner classes/interfaces can be made private. But outermost (top level) class/interface are not allowed to be private, because if allowed "no one" will be able to access them & it will become useless.

Q) Can we have no (zero) public classes in java file?

A) Yes, it is possible but in that case, java filename should not be same as any classname. Also to run the program, you should use "java classname" containing main method.

Q) Can we have more than one ( $> 1$ ) classes in same .java file?

Yes, we can have more than one classes in same .java file. But the constraint is there: atmost one class can be public. Rest all classes should be protected / default.

Q) Is it possible that no class have the main method?

There will be no compilation error, but there will be "no main method found" run-time error. Whichever class is used as entry point (classname used in "java classname") must have the main method in it.

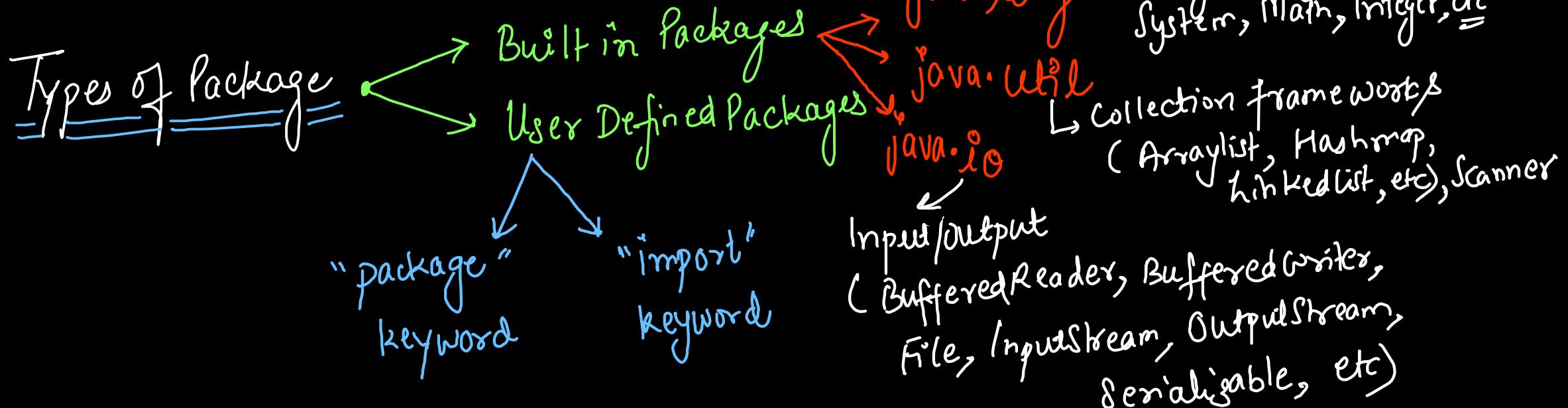
Q) Is it possible that more than 1 classes have main method defined?

Yes, it is possible that multiple classes can have main method. But again, class used as entry point must have the main method defined.

Packages → used to implement "Data Hiding"

- used to group related classes
- used to avoid name space conflicts
- It improves readability, maintainability & easy debugging.
- It is similar to "folder or directory" of Java classes.

Advantages



## User Defined Packages

# Note → We can have subpackages (nested directories)

- Folder name is equivalent to package name
- All java files in the package must have <sup>\*</sup> first line as "package packagename;"
- All .class files (byte code) must be saved in the corresponding package directory / folder.
- But java files (source code) can be saved anywhere, not necessarily within the same folder / package.

Compilation → "javac full path or relative path / javafilename.java"

Execution → "java fully qualified classname"  
↳ packagename.subpackagename.classname

## Three ways to import Packages

(1) Using Fully classified classname

eg `java.util.Scanner = new java.util.Scanner(System.in);`

(2) `import packagename.subpackagename.*;`

eg `import java.util.*;`

(3) `import packagename.subpackagename.classname.methodname;`

eg `import java.util.Scanner;`

Import everything  
from that subpackage

Optional (Import specific subpackage/  
class/method)

to import static method  
use "import static ----";

~~Note~~ If package is within the same working directory from where it is being used/imported, then we do not need to set class path environment variables

Class Paths (Required when driver code file & package dependency are in different directories)

- Temporary Class Path Environment Variables
- Permanent class Path Environment Variables

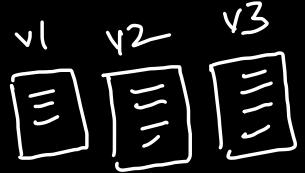
Explore  
Yourself.

Jar file → Executable file for Distribut'n of Java programs

## # Scope of Different Access Specifiers

Access Specifier/ Modifier	Within Same class	Outside class within same package	Different Package subclass	Different Package non-subclass	
public	Yes	Yes	Yes	Yes	everywhere
protected	Yes	Yes	Yes	No	everywhere except diff package non subclass
default	Yes	Yes	No	No	same package
private	Yes	No	No	No	within class only

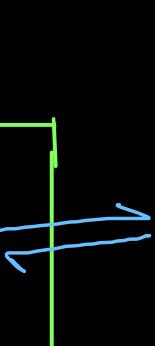
Client Side - Application / Presentation Layer  
Views (eg. JSP)



Business Logic Layer  
Controllers (eg. Servlet)



Data Access Object (DAO) Layer  
Models

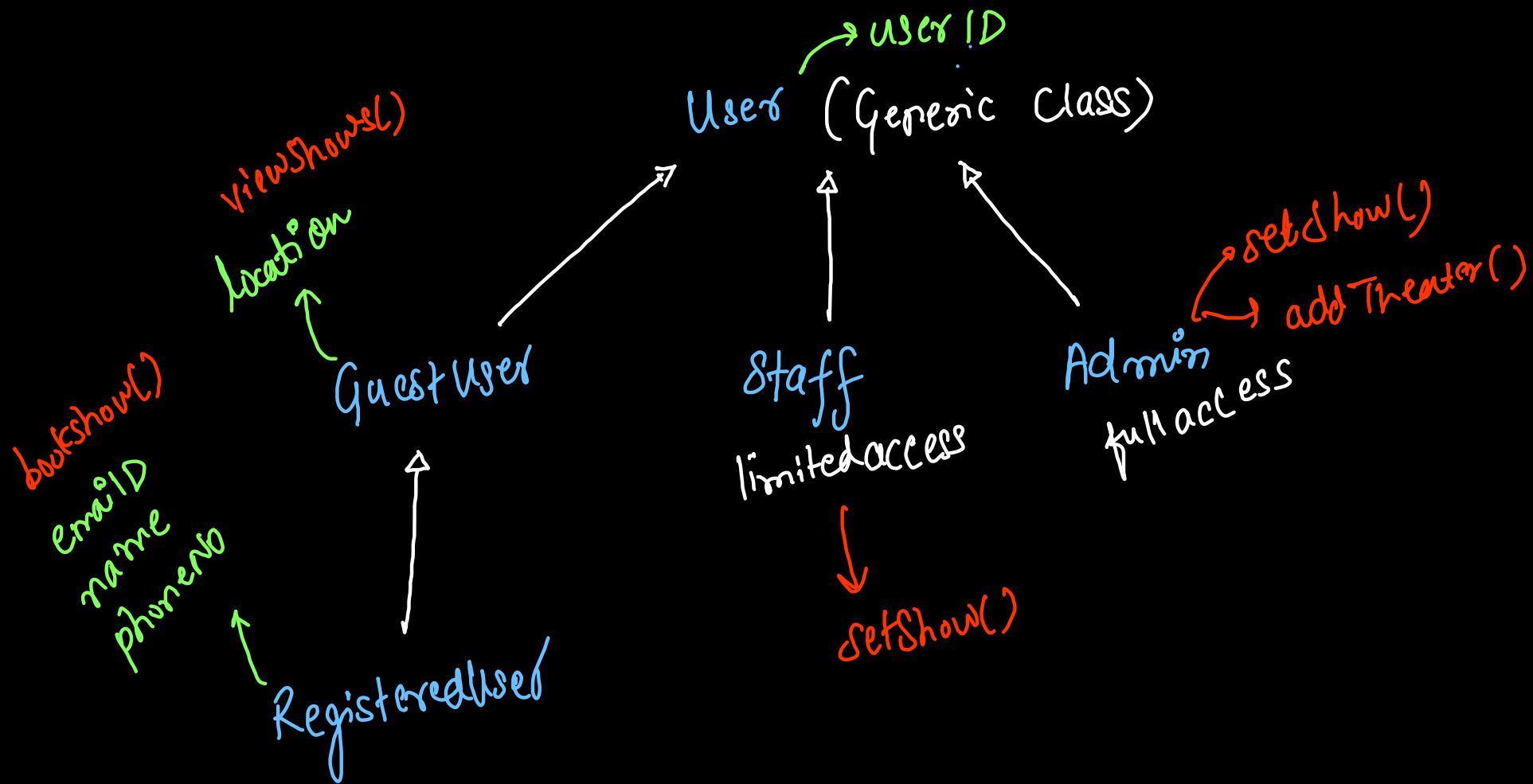


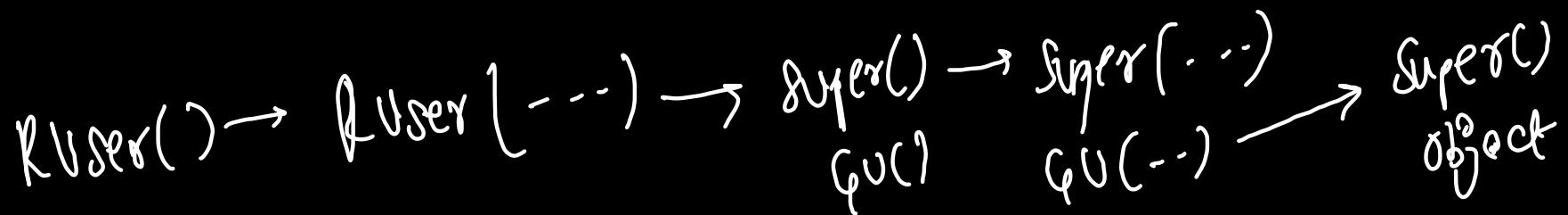
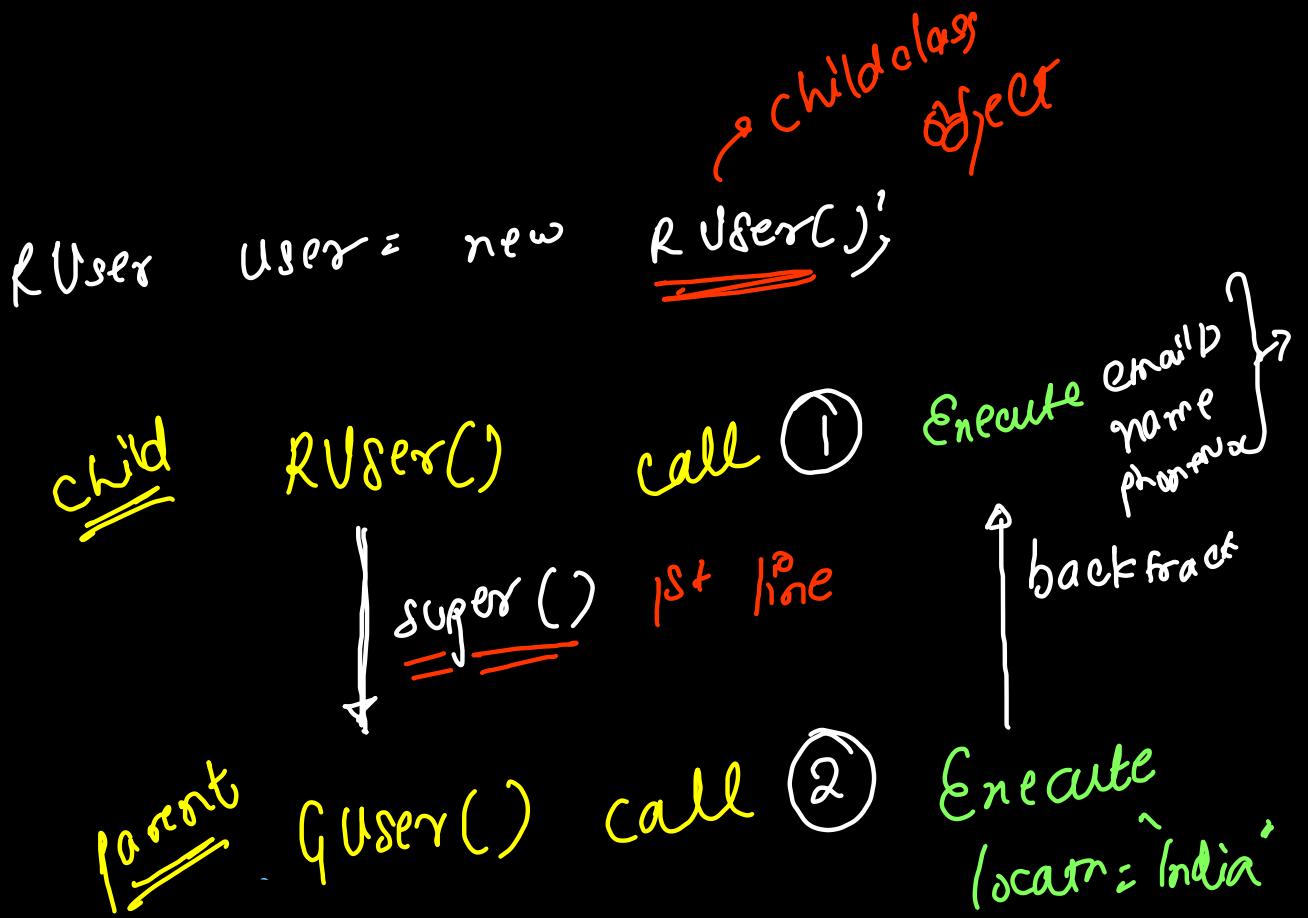
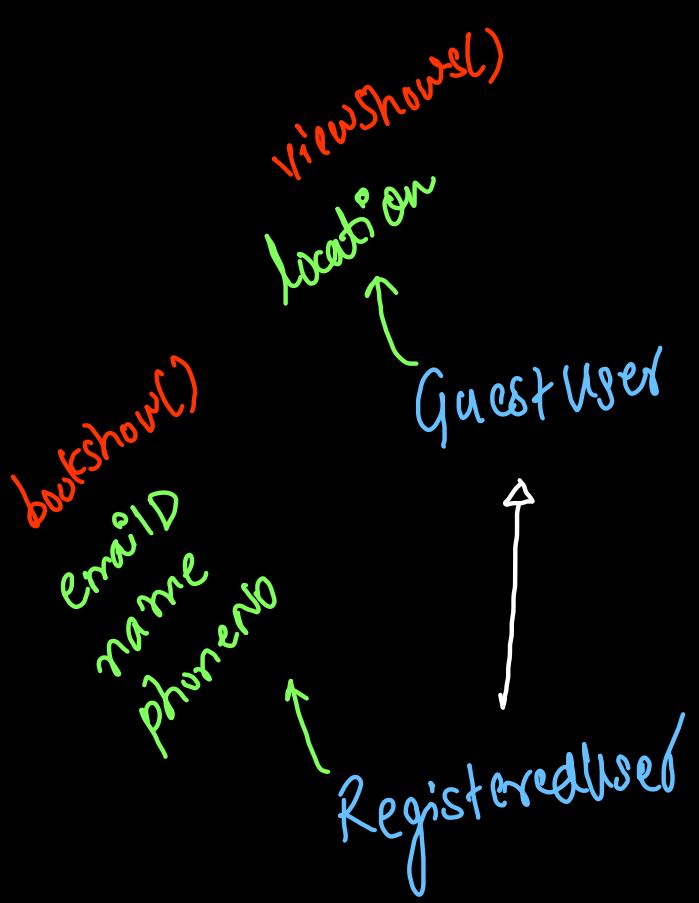
Database

(eg RDBMS (SQL based),  
NoSQL (Mongo, Firestore,  
etc))

Model - View -  
Controller  
(MVC)

or  
Three Tier  
Architecture





```

public class RegisteredUser extends GuestUser{
    public String name;
    public long phoneNo;
    public String emailID;

    public RegisteredUser() {
        ② this(name: "Anonymous", phoneNo: 0l, emailID: "anonymous@gmail.com");
        System.out.println(x: "RUser Empty Constructor");
    }

    RegisteredUser(String name, long phoneNo, String emailID) {
        ③ super();
        System.out.println(x: "RUser Parameter Constructor");
        this.name = name;
        this.phoneNo = phoneNo;
        this.emailID = emailID;
    }

    💡 public void bookShow() { ... }
}

```

```

package BookMyShow.users;

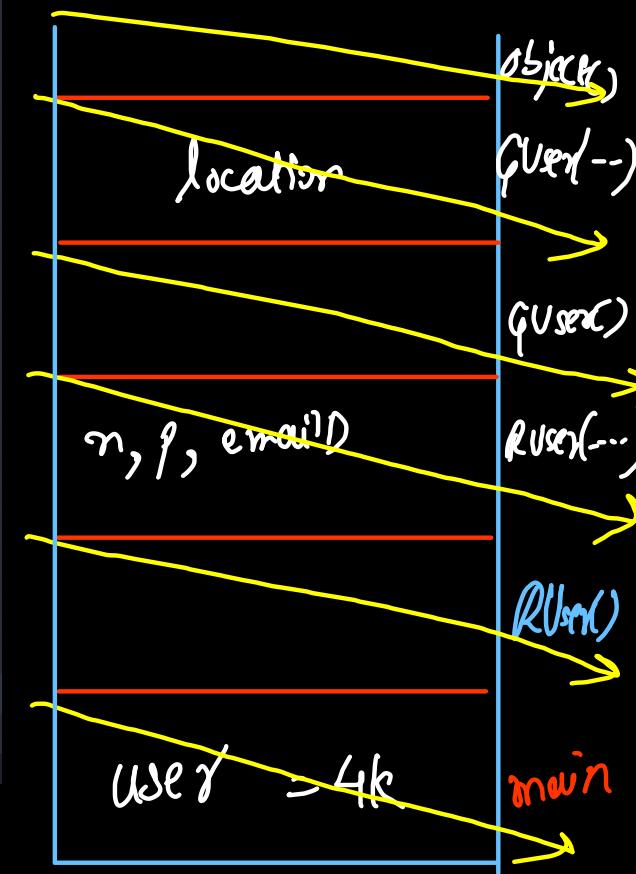
public class GuestUser {
    public String location;

    GuestUser() {
        ④ this(location: "India");
        System.out.println(x: "GUser Empty Constructor");
    }

    GuestUser(String location) {
        ⑤ this.location = location;
        System.out.println(x: "GUser Parameter Constructor");
    }

    public void viewShow() { ... }
}

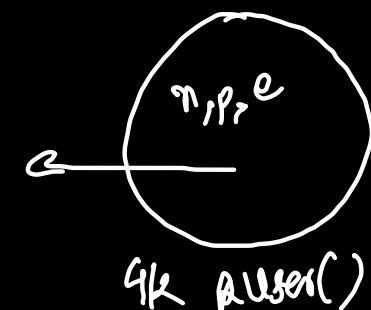
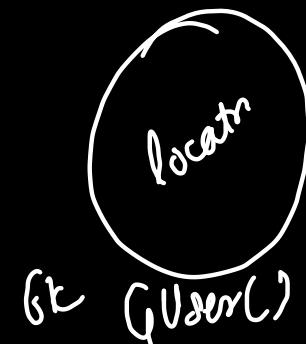
```



```

public class App {
    Run | Debug
    public static void main(String[] args) {
        ① RegisteredUser user = new RegisteredUser();
    }
}

```



heap

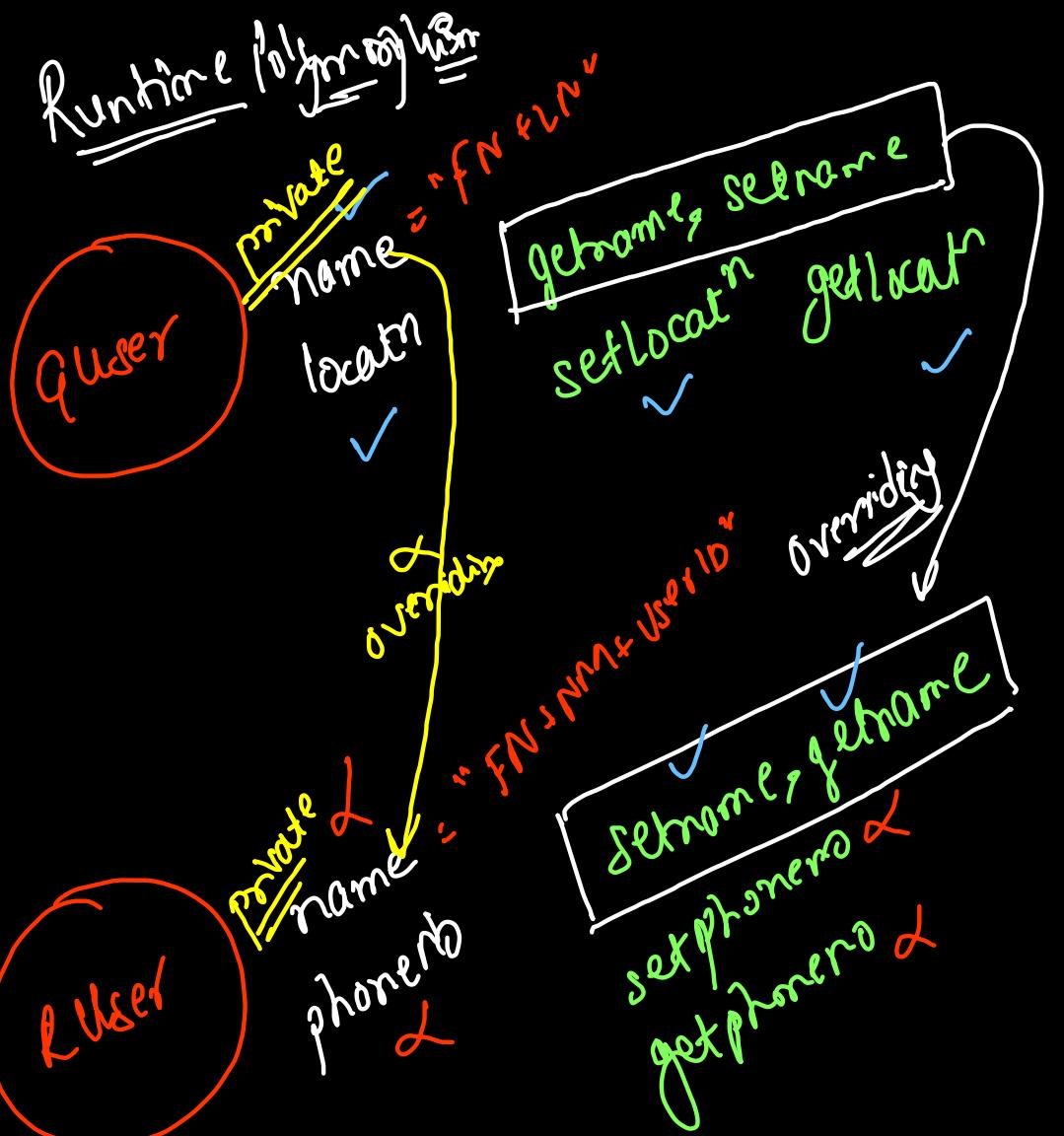
User

name  
phoneno  
getphoneno ✓  
setphoneno ✓  
this<sup>3</sup>  
getname, setname  
this<sup>3</sup>

User

not directly  
private  
name  
locatn  
✓  
super<sup>2</sup>  
getname, setname  
super<sup>2</sup>  
setlocatn getlocatn ✓

② Child obj2 = new Child();  
object  
reference



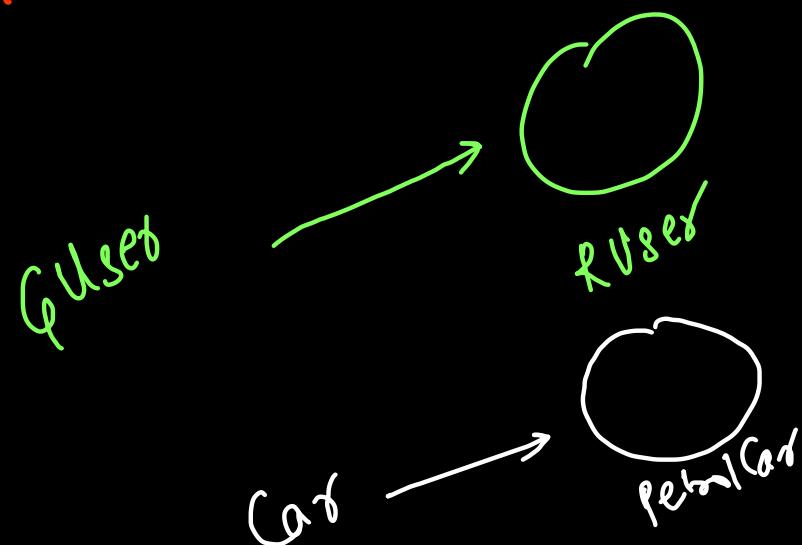
③

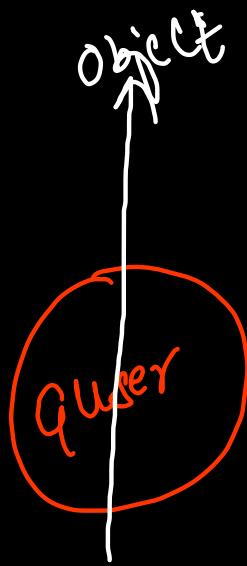
parent obj3 = new Child();  
 ↓  
 reference  
 User obj3 = new

properties (own)  
 functions (accessible)  
 function (inherited)  
 call

Object

User();





getname, setname  
setlocation, getlocation

( (compiler error)  
Not allowed )

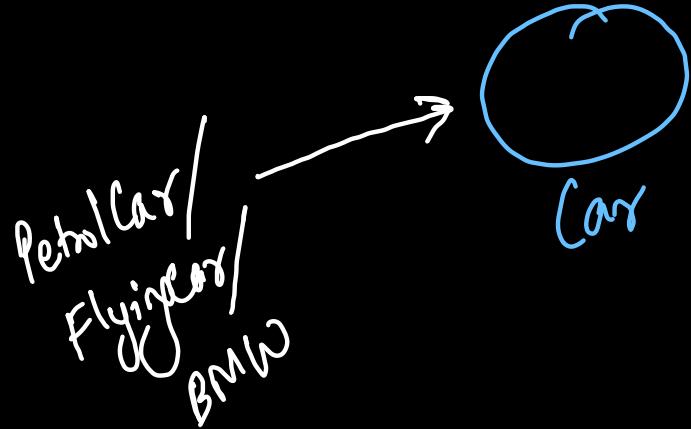
Child obj = new Parent();  
reference  
RUser

RUser()  
no constructor  
called

object  
(User())



setname, getname  
setphoneno  
getphoneno



## Interview Ques

```
public class Class1 {  
    public void method(Object obj){  
        System.out.println("Object");  
    }  
  
    public void method(String str){  
        System.out.println("String");  
    }  
  
    public static void main(String... arg){  
        new Class1().method(null);  
    }  
}
```

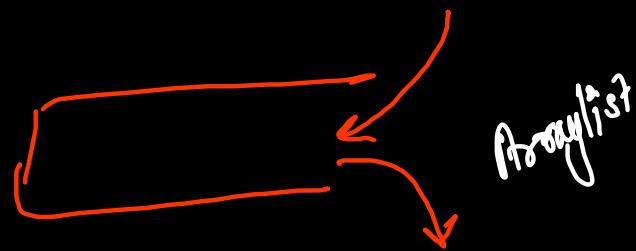
generic

specific

answer

"String" → specific class

Stack (LIFO)



addLast()

removeLast()



addFirst()

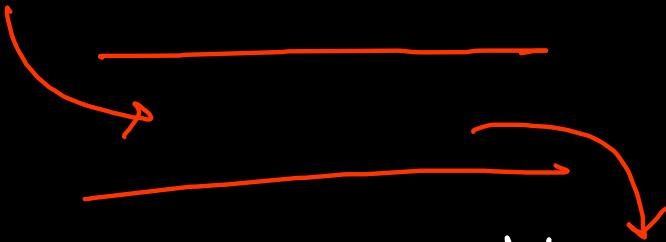
removeFirst()

Queue (FIFO)



addLast()

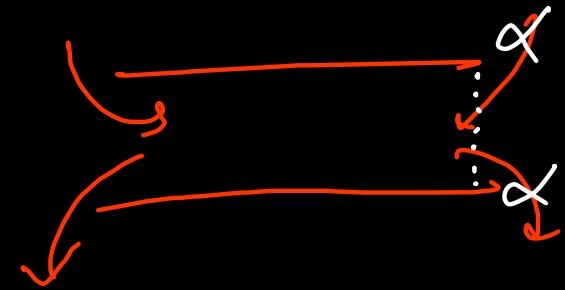
removeFirst()



addFirst()

removeLast()

Deque



addFirst()

removeFirst()

addLast()

removeLast()

```
static class Stack{  
    ArrayDeque<Integer> q = new ArrayDeque<>();  
  
    public void addLast(int data){  
        System.out.println("Add Last of Stack");  
        q.addLast(data);  
    }  
  
    public int removeLast(){  
        System.out.println("Remove Last of Stack");  
        return q.removeLast();  
    }  
}
```

```
static class Queue{  
    ArrayDeque<Integer> q = new ArrayDeque<>();  
  
    public void addFirst(int data){  
        System.out.println("Add First of Queue");  
        q.addFirst(data);  
    }  
  
    public int removeLast(){  
        System.out.println("Remove Last of Queue");  
        return q.removeLast();  
    }  
}
```

```
static class Deque extends Queue{  
    ArrayDeque<Integer> q = new ArrayDeque<>();  
  
    public void addLast(int data){  
        System.out.println("Add Last of Deque");  
        q.addLast(data);  
    }  
    public void addFirst(int data){  
        System.out.println("Add First of Deque");  
        q.addFirst(data);  
    }  
    public int removeLast(){  
        System.out.println("Remove Last of Deque");  
        return q.removeLast();  
    }  
    public int removeFirst(){  
        System.out.println("Remove First of Deque");  
        return q.removeFirst();  
    }  
}
```

```
public static void main(String[] args){  
    Queue q = new Deque();  
    q.addFirst(10); // Allowed  
    // q.addLast(20); Not Allowed  
    System.out.println(q.removeLast()); // Allowed  
    // System.out.println(q.removeFirst()); // Not Allowed  
}
```

```

class A{
    public void earlyBind(){
        System.out.println("Early Bind");
    }

    public void lateBind(){
        System.out.println("Late Bind in Parent Class");
    }
}

class B extends A{
    @Override
    public void lateBind(){
        System.out.println("Late Bind in Child Class");
    }
}

public class Main{
    public static void main(String[] args){
        A obj = new B();
        obj.earlyBind(); → Early Bind
        obj.lateBind(); → Late bind Child Class
    }
}

```

Overloaded  
is  
Same class 2 functions

Overrided class  
parent - child class  
↓      ↓  
ref      object

## Abs tract Datatype

abstract

Stack, Queue

af sf  
✓ ✓  
af rv

Priority Queue

add ✓  
remove ✓

## Concrete Data Structure Implementat

Deque

Binary Heap

```
static abstract class Stack{
    ArrayDeque<Integer> q = new ArrayDeque<>();

    public void addLast(int data){
        System.out.println("Add Last of Stack");
        q.addLast(data);
    }

    public int removeLast(){
        System.out.println("Remove Last of Stack");
        return q.removeLast();
    }
}
```

```
public static void main(String[] args){
    Stack stk = new Stack();
}
```

Finished in N/A

Line 54: error: Stack is abstract; cannot be instantiated  
[in Main.java]

```
    Stack stk = new Stack();
          ^
```

```
static abstract class Stack{
    public abstract void addLast(int data);
    public abstract int removeLast();
}
```

```
static class Deque extends Stack{
    static ArrayDeque<Integer> q = new ArrayDeque<>();

    public void addLast(int data){
        System.out.println("Add Last of Deque");
        q.addLast(data);
    }

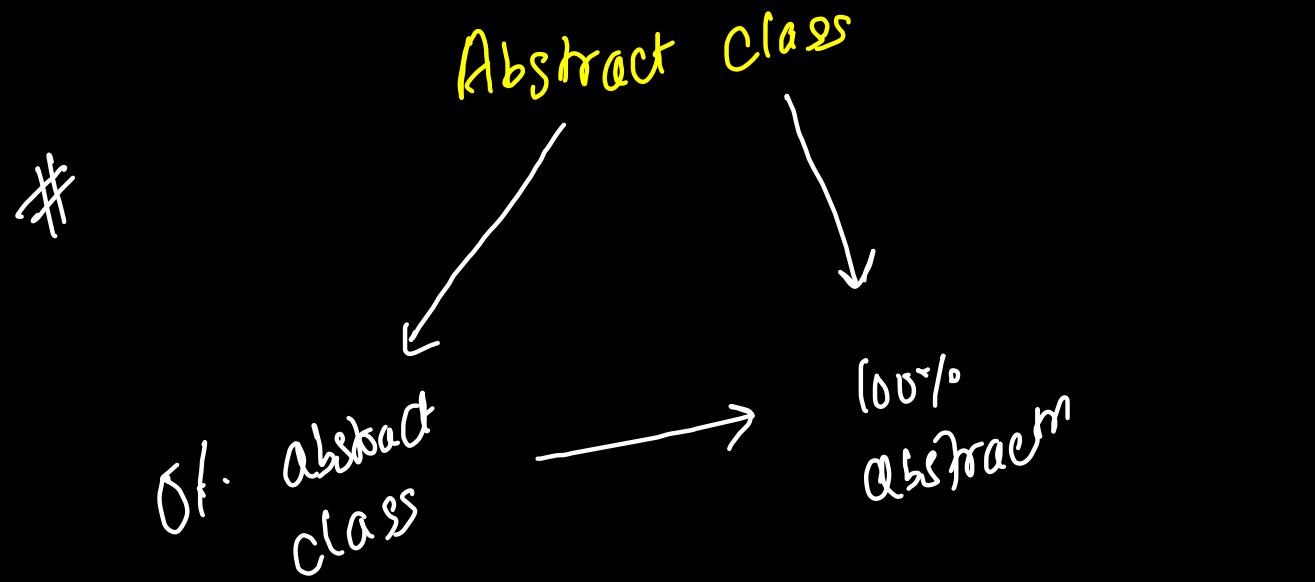
    public void addFirst(int data){
        System.out.println("Add First of Deque");
        q.addFirst(data);
    }
}
```

```
public static void main(String[] args){
    Deque q = new Deque();
    q.removeLast();
}
```

Finished in N/A

Line 23: error: Deque is not abstract and does not override  
abstract method removeLast() in Stack [in Main.java]

```
    static class Deque extends Stack{
          ^
```



# abstract method → mandatory  
(no body) class should  
be abstract { }  
}

```
static abstract class Stack{  
    public abstract void addLast(int data);  
    public abstract int removeLast();  
}
```

```
public static void main(String[] args){  
    Stack stk = new Deque();  
    stk.addLast(10);  
    stk.removeLast();  
}
```

Finished in 74 ms

Add Last of Deque

Remove Last of Deque

```
static class Deque extends Stack{  
    static ArrayDeque<Integer> q = new ArrayDeque<>();  
  
    public void addLast(int data){  
        System.out.println("Add Last of Deque");  
        q.addLast(data);  
    }  
    public void addFirst(int data){  
        System.out.println("Add First of Deque");  
        q.addFirst(data);  
    }  
  
    @Override  
    public int removeLast(){  
        System.out.println("Remove Last of Deque");  
        return q.removeLast();  
    }  
  
    public int removeFirst(){  
        System.out.println("Remove First of Deque");  
        return q.removeFirst();  
    }  
}
```

```

static abstract class Stack{
    int nonStaticData = 0;
    Stack(){
        System.out.println("Abstract Class Constructor");
        nonStaticData = 100;
        System.out.println(this.nonStaticData);
    }
    public abstract void addLast(int data);
    public abstract int removeLast();
}

```

Finished in 89 ms

```

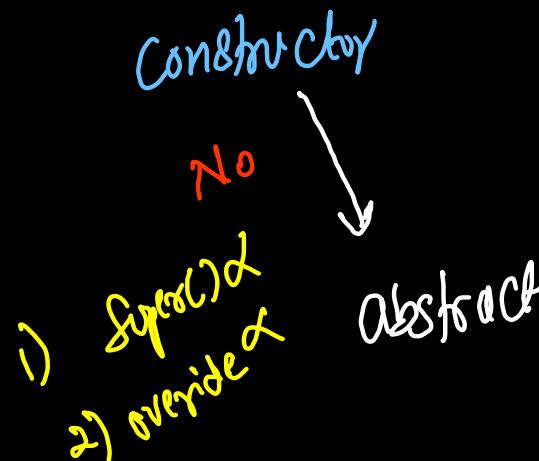
Abstract Class Constructor
100
Add Last of Deque
Remove Last of Deque

```

Abstract class will have



- 1) Constructors Yes
- 2) Non static Data  
(Object Data members)
- 3) This pointer



Static methods  
can't be overridden.  
Abstract methods  
must be overridden

Interface (managers/mentors)

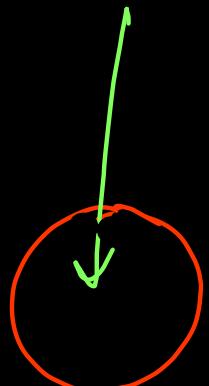
method  
override

blueprint of a class

class (developer)

blueprint of objects

Object (User)



interfaces

- ① not in class hierarchy
- ② constructor ✗
- ③ non static data ✗
- ④ this ✗
- ⑤ multiple interfaces can be implemented

```
static interface Stack{
    void addLast(int data);
    int removeLast();
}

static interface Queue{
    void addFirst(int data);
    int removeLast();
}
```

```
public static void main(String[] args){
    Stack stk = new Deque();
    stk.addLast(10);
    stk.removeLast();

    Queue q = new Deque();
    q.addFirst(10);
    q.removeLast();
}
```

```
static class Deque implements Stack, Queue{
    ArrayDeque<Integer> q = new ArrayDeque<>();

    public void addLast(int data){
        System.out.println("Add Last of Deque");
        q.addLast(data);
    }

    public void addFirst(int data){
        System.out.println("Add First of Deque");
        q.addFirst(data);
    }

    public int removeLast(){
        System.out.println("Remove Last of Deque");
        return q.removeLast();
    }

    public int removeFirst(){
        System.out.println("Remove First of Deque");
        return q.removeFirst();
    }
}
```

Finished in 94 ms

Add Last of Deque  
Remove Last of Deque  
Add First of Deque  
Remove Last of Deque

## final keyword

- ① Data Members → Constant ( can be static as well as non-static)
- ② Reference Variables → Reassignment not allowed , data can be changed
- ③ Classes → Cannot be extended / inherited ! = all final methods !
- ④ methods → cannot be overrided ! = early Binded methods !

# ① change in return type

```
class Parent {  
    int parentData;  
  
    public void getObject() {  
        System.out.println("Parent getObject");  
        // return this;  
    }  
  
    class Child extends Parent {  
        int childData;  
  
        public int getObject() {  
            System.out.println("Overrided");  
            return 0;  
        }  
    }  
}
```

*Same return type*

*Ambiguous function*

*Compiler error*

overriding is not possible  
with different return type!

# # Covariant types

```
class Parent {  
    int parentData;  
  
    public Parent getObject() {  
        System.out.println("Parent getObject");  
        return this;  
    }  
  
    class Child extends Parent {  
        int childData;  
  
        public Child getObject() {  
            System.out.println("Child getObject");  
            return this;  
        }  
    }  
  
    public class App {  
        Run | Debug  
        public static void main(String[] args) throws Exception {  
            Parent obj1 = new Parent();  
            System.out.println(obj1.getObject());  
  
            Child obj2 = new Child();  
            System.out.println(obj2.getObject());  
  
            Parent obj3 = new Child();  
            System.out.println(obj3.getObject());  
        }  
    }  
}
```

*Overriding*

*Parent getObject*

*Child getObject*

*Child getObject*

```
interface IParent {
    public IParent getObject();
}

class Child implements IParent {
    int childData;

    public Child getObject() {
        System.out.println("Child getObject ");
        return this;
    }
}

public class App {
    Run | Debug
    public static void main(String[] args) throws Exception {
        IParent obj = new Child();
        System.out.println(obj.getObject());
    }
}
```

Interface Returning an object!