

Outline

- Basic Concepts
 - ▶ Inheritance
 - ▶ Method overloading and overriding
 - ▶ Encapsulation
 - ▶ Polymorphism
 - ▶ Abstract classes and Interfaces

What is Inheritance?

- Inheritance is a mechanism in which **one class acquires the property of another class**.
- inheritance means **creating new classes** based on **existing ones**.
- A class that inherits from another class **can reuse the methods and fields of that class**.
 - ▶ In addition, **you can add new fields and methods** to your current class as well.
- **Inheritance in Java** is a mechanism in which **one object acquires all the properties and behaviors of a parent object**.

What is Inheritance?

- The class which **inherits the properties of other** is known as **subclass (derived class, child class)**
- The class whose **properties are inherited** is known as **superclass (base class, parent class)**.
- Therefore, a **subclass is a specialized version of a superclass**
 - ▶ It inherits all of the instance variables and methods defined by the superclass and add its own, unique elements.
- Inheritance represents **the IS-A relationship** which is also known as **a parent-child relationship**.

Terms used in Inheritance

- **Super class** and **base class** are synonyms of **Parent class**.
- **Sub class** and **derived class** are synonyms of **Child class**.
- **Properties and fields** are synonyms of **Data members**.
- **Functionality** is a synonym of **method**.

What is extends Keyword?

- **extends** is the keyword used to inherit the properties of a class.
- The syntax of Java Inheritance

```
class Super
{
    .....
    .....
}

class Sub extends Super
{
    .....
    .....
}
```

Inheritance

Example 1

```
class Calculation {  
    int z;  
    public void addition(int x, int y) {  
        z = x + y;  
        System.out.println(z);}  
    public void Subtraction(int x, int y) {  
        z = x - y;  
        System.out.println(z);}  
    public class My_Calculation extends Calculation {  
        public void multiplication(int x, int y) {  
            z = x * y;  
            System.out.println(z);}  
        public static void main(String args[]) {  
            int a = 20, b = 10;  
            My_Calculation demo = new My_Calculation();  
            demo.addition(a, b);  
            demo.Subtraction(a, b);  
            demo.multiplication(a, b);}}}
```

- The Output of **Example 1** is

30

10

200

Inheritance

Example 2

```
class Teacher {  
    String job = "Teacher";  
    String collegeName = "ACT";  
    void does(){  
        System.out.println("Teaching");}  
public class PhysicsTeacher extends Teacher{  
    String mainSubject = "Physics";  
    public static void main(String args[]){  
        PhysicsTeacher obj = new PhysicsTeacher();  
        System.out.println(obj.collegeName);  
        System.out.println(obj.job);  
        System.out.println(obj.mainSubject);  
        obj.does();  
    }  
}
```

- The Output of **Example 2** is

ACT

Teacher

Physics

Teaching

Inheritance

Example 3

```
class A {  
    int i;  
    private int j;  
    void setij(int x, int y) {  
        i = x;  
        j = y;}}  
class B extends A {  
    int total;  
    void sum() {  
        total = i + j; }  
    class Access {  
        public static void main(String args[]) {  
            B subOb = new B();  
            subOb.setij(10, 12);  
            subOb.sum();  
            System.out.println("Total is " + subOb.total);  
        }}}
```

- The Output of **Example 3** is
error: j has private access in A

Super Keyword in Java

- The **super keyword** in Java is used in **subclasses** to access **superclass members (attributes, constructors and methods)**.
- The **super keyword** in Java is a reference variable which is used to refer **immediate parent class object**.
- The **super keyword** refers to **superclass (parent) objects**.

Super Keyword in Java

- Usage of Java super Keyword objects.
 - ① super can be used to refer immediate parent class instance variable.
 - ② super can be used to invoke immediate parent class method
 - ③ super() can be used to invoke immediate parent class constructor.

Super Keyword in Java

- super is used to refer **immediate parent class instance variable**.
 - ▶ We can use **super keyword** to access the **data member or field of parent class**.
 - ▶ It is used **if parent class and child class have same fields**.

Inheritance

Example 1

```
class Animal{
    String color="white";
}
class Dog extends Animal{
    String color="black";
    void printColor(){
        System.out.println(color);
        System.out.println(super.color);
    }
}
class TestSuper1{
    public static void main(String args[]){
        Dog d=new Dog();
        d.printColor();
    }
}
```

Inheritance

- The Output of **Example 1** is
black
white

Inheritance

Example 2

```
class Vehicle {
    int maxSpeed = 120;
}
class Car extends Vehicle {
    int maxSpeed = 180;
    void display()
    {
        System.out.println("Maximum Speed: "+ super.maxSpeed);
    }
}
class Test {
    public static void main(String[] args)
    {
        Car small = new Car();
        small.display();
    }
}
```



- The Output of **Example 2** is
Maximum Speed: 120

Super Keyword in Java

- super can be used to **invoke parent class method**
 - ▶ The super keyword can also be used to **invoke parent class method**.
 - ▶ It should be used **if subclass contains the same method as parent class**.

Inheritance

Example 1

```
class Animal{
void eat()
{
System.out.println("eating..."); }
class Dog extends Animal
{
void bark(){System.out.println("barking...");}
void eat(){System.out.println("eating bread...");}
void work()
{
super.eat();
eat();
}
}
class TestSuper2{
public static void main(String args[]){
Dog d=new Dog();
d.work(); }}
```

- The Output of **Example 1** is
eating...
eating bread...

Super Keyword in Java

- super is used to invoke parent class constructor.
 - ▶ The super keyword can also be used to invoke the parent class constructor.

Inheritance

Example 1

```
class Animal{
Animal(){System.out.println("animal is created");}
}
class Dog extends Animal{
Dog(){
super();
System.out.println("dog is created");
}
}
class TestSuper3{
public static void main(String args[]){
Dog d=new Dog();
}}
}
```

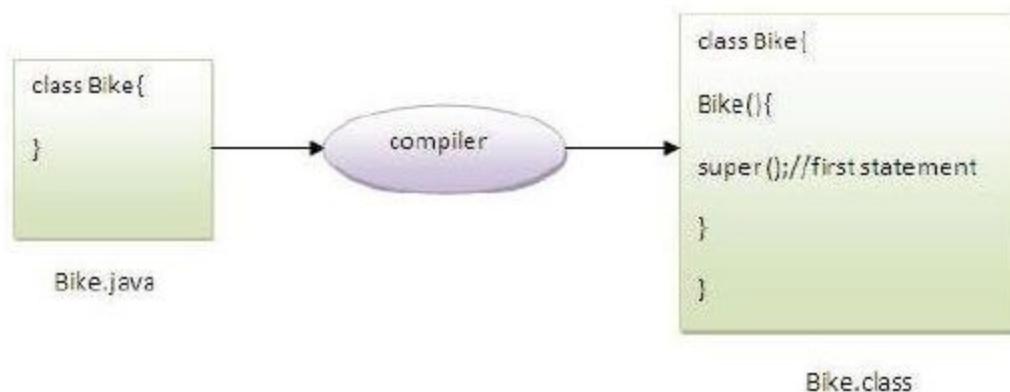


- The Output of **Example 1** is
animal is created
dog is created

Inheritance

Super Keyword in Java

- Note:** super() is added in each class constructor automatically by compiler if there is no super()



Inheritance

Example 2

```
class Animal{  
Animal(){System.out.println("animal is created");}  
}  
class Dog extends Animal{  
Dog(){  
System.out.println("dog is created");  
}  
}  
class TestSuper4{  
public static void main(String args[]){  
Dog d=new Dog();  
}}
```



- The Output of **Example 2** is
animal is created
dog is created

Inheritance

Example 3

```
class Person {
    void message(){
        System.out.println("This is person class\n");}
class Student extends Person {
    void message() {
        System.out.println("This is student class");}
    void display(){
        message();
        super.message();}
class Test {
    public static void main(String args[])
    {
        Student s = new Student();
        s.display();
    }
}
```

- The Output of **Example 3** is

This is student class

This is person class

Inheritance

Example 4

```
class Animal {  
    Animal() {  
        System.out.println("I am an animal");}  
    Animal(String type) {  
        System.out.println("Type: "+type);}  
}  
class Dog extends Animal {  
    Dog() {  
        super("Animal");  
        System.out.println("I am a dog"); }  
}  
class Main {  
    public static void main(String[] args) {  
        Dog dog1 = new Dog();  
    }  
}
```

- The Output of **Example 3** is

Type: Animal

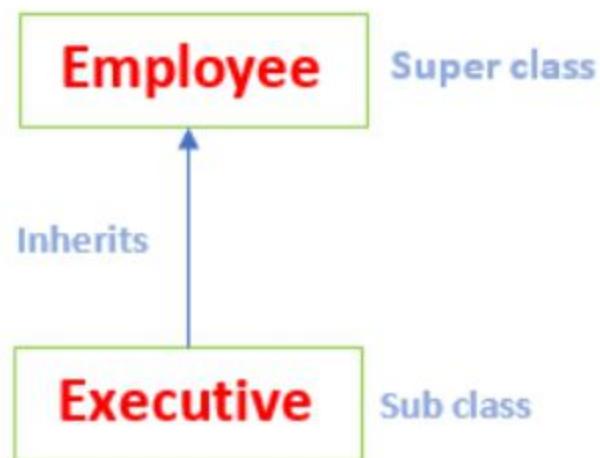
I am a dog

Types of Inheritance in Java

- Java supports the following four types of inheritance:
 - 1 Single Inheritance
 - 2 Multi-level Inheritance
 - 3 Hierarchical Inheritance
 - 4 Hybrid Inheritance

Single Inheritance

- In **single inheritance**, a sub-class is **derived from only one super class**.
- It inherits the properties and behavior of a **single-parent class**.
- Sometimes it is also known as **simple inheritance**.



Single Inheritance

Inheritance

Example 1

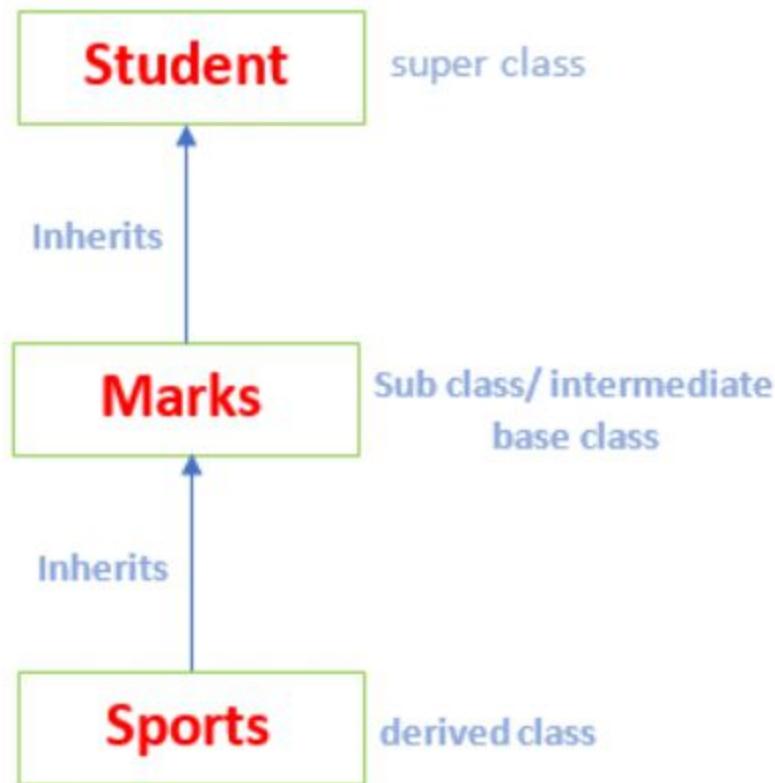
```
class Employee
{
float salary=34534*12;
}
public class Executive extends Employee
{
float bonus=3000*6;
public static void main(String args[])
{
Executive obj=new Executive();
System.out.println("Total salary credited: "+obj.salary)
System.out.println("Bonus of six months: "+obj.bonus);
}
}
```



Multi-level Inheritance

- In multi-level inheritance, **a class is derived from a class which is also derived from another class** is called **multi-level inheritance**.
- In simple words, we can say that a class that has more than one parent class is called multi-level inheritance.

Multi-level Inheritance



Inheritance

Example 1

- The class

```
class Student {  
    int reg_no;  
    void getNo(int no) {  
        reg_no=no; }  
    void putNo() {  
        System.out.println("registration number= "+reg_no); } }  
class Marks extends Student {  
    float marks;  
    void getMarks(float m) {  
        marks=m; }  
    void putMarks() {  
        System.out.println("marks= "+marks); } }  
class Sports extends Marks {  
    float score;  
    void getScore(float scr) {  
        score=scr; }  
    void putScore() {  
        System.out.println("score= "+score); } }
```

Example 1

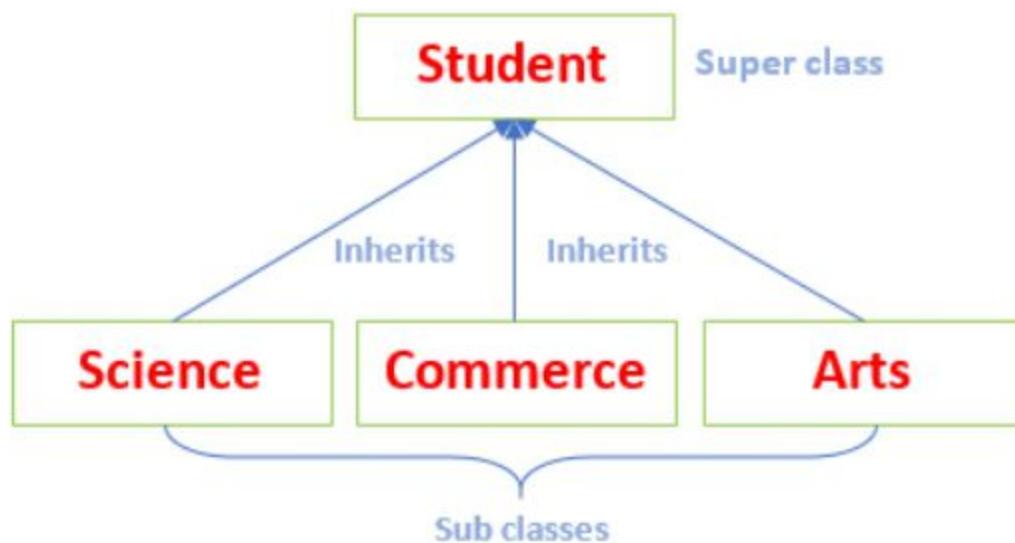
- The main method

```
public class MultilevelInheritanceExample {  
    public static void main(String args[]) {  
        Sports ob=new Sports();  
        ob.getNo(987);  
        ob.putNo();  
        ob.getMarks(78);  
        ob.putMarks();  
        ob.getScore(68.7);  
        ob.putScore();    }    }
```

- The Output of **Example 1** is
registration number= 987
marks= 78.0
score= 68.7

Hierarchical Inheritance

- When **two or more classes** inherits **a single class**, it is known as **hierarchical inheritance**.
- If **a number of classes** are derived from **a single base class**, it is called **hierarchical inheritance**.



Inheritance

Example 1

- The class

```
class Student {  
    public void methodStudent() {  
        System.out.println("The method of the class Student invoked."); } }  
class Science extends Student {  
    public void methodScience() {  
        System.out.println("The method of the class Science invoked."); } }  
class Commerce extends Student {  
    public void methodCommerce() {  
        System.out.println("The method of the class Commerce invoked."); } }  
class Arts extends Student {  
    public void methodArts() {  
        System.out.println("The method of the class Arts invoked."); } }
```

- The Output of **Example 1** is
The method of the class Student invoked.
The method of the class Student invoked
The method of the class Student invoked.

Inheritance

Example 1

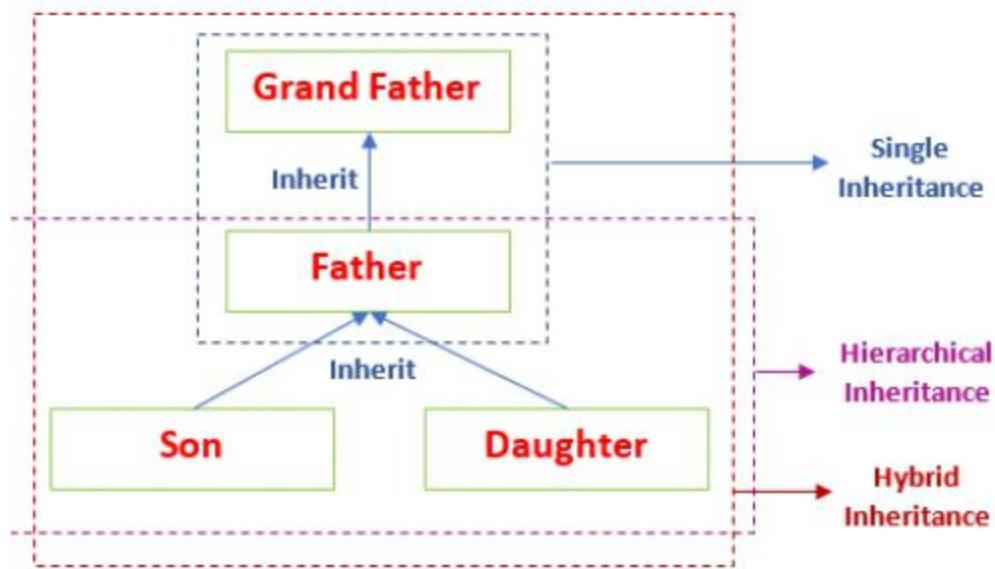
- The Main method

```
public class HierarchicalInheritanceExample
{
    public static void main(String args[])
    {
        Science sci = new Science();
        Commerce comm = new Commerce();
        Arts art = new Arts();
        sci.methodStudent();
        comm.methodStudent();
        art.methodStudent();
    }
}
```

Inheritance

Hybrid Inheritance

- Hybrid means **consist of more than one**.
- Hybrid inheritance is the **combination of two or more types of inheritance**.



Inheritance

Example 1

```
class GrandFather {  
    public void show() {  
        System.out.println("I am grandfather."); } }  
class Father extends GrandFather {  
    public void show() {  
        System.out.println("I am father."); } }  
class Son extends Father {  
    public void show() {  
        System.out.println("I am son."); } }  
public class Daughter extends Father {  
    public void show() {  
        System.out.println("I am a daughter."); } }  
public static void main(String args[]) {  
    Daughter obj = new Daughter();  
    obj.show(); } }
```

- The Output of **Example 1** is
I am daughter.

Method overriding

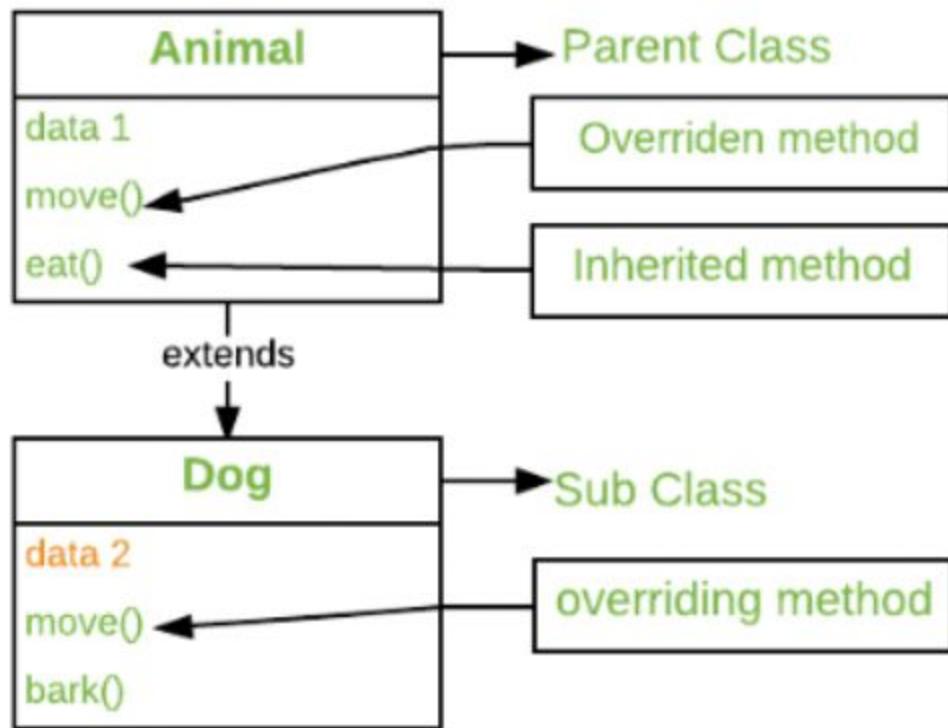
- when a **method in a subclass** has the **same name** and **type signature** as a method in its **superclass**, then the **method in the subclass** is said to **override the method in the superclass**.
- When an **overridden method** is called from **within a subclass**, it will always refer to the version of that method defined by the **subclass**.
 - ▶ The version of the method **defined by the superclass** will be hidden.

Method Overriding

Laws of Method Overriding in JAVA:

- ① The method name should be common and the same as it is in the parent class.
- ② The method must have the same parameter as in the parent class.
- ③ There must be an inheritance connection between classes.
- ④ If it declared the methods as static or final, then those methods cannot be overridden.

Method Overriding



Method Overriding

Example 1

```
class A {  
    int i, j;  
    A(int a, int b) {  
        i = a; j = b;}  
    void show() {  
        System.out.println("i and j: " + i + " " + j);}  
    class B extends A {  
        int k;  
        B(int a, int b, int c) {  
            super(a, b);  
            k = c;}  
        void show() {  
            System.out.println("k: " + k);}  
    }  
    class Override {  
        public static void main(String args[]) {  
            B subOb = new B(1, 2, 3);  
            subOb.show();  
        }  
    }  
}
```

Method Overriding

Example 2

```
class Parent {  
    void show(){  
        System.out.println("Parent's show()");}  
}  
class Child extends Parent {  
    void show() {  
        System.out.println("Child's show()");}  
}  
class Main {  
    public static void main(String[] args)  
    {  
        Parent obj2 = new Child();  
        obj2.show();  
    }  
}
```



Method Overriding

Example 1

```
class college {  
    public void move() {  
        System.out.println("College is open");  
    }  
}  
  
class univ extends college {  
    public void move() {  
        System.out.println("University is open too");  
    }  
}  
  
public class stud {  
    public static void main(String args[]) {  
        univ a = new college();  
        college b = new univ();  
        a.move();  
        b.move();  
    }  
}
```

Method overloading

- **Method Overloading** is a feature that allows a **class** to have **multiple methods** with the **same name** but with **different number, sequence or type of parameters**.
- In short **multiple methods with same name but with different signatures**.
- **for example**
 - ▶ The signature of method **add(int a, int b)** having two int parameters is different from signature of method **add(int a, int b, int c)** having three int parameters.

Method overloading

- The following method is valid overloading signature

```
float add(int a, float b);
```

```
float add(int a, float b, int c);
```

```
float add(float a, int b);
```

```
float add(float a, float b);
```

Three ways to overload a method

- In order to overload a method, the parameter list of the methods must differ in either of these:
 - ① Number of parameters.
 - ② Data type of parameters.
 - ③ Sequence of Data type of parameters.

Method overloading and overriding

Three ways to overload a method

- 1. Different Number of parameters in signature

```
class DisplayOverloading
{
    int add(int a, int b){
        int sum = a+b;
        return sum;}
    int add(int a, int b, int c){
        int sum = a+b+c;
        return sum;}}
class JavaExample
{
    public static void main(String args[])
    {
        DisplayOverLoading obj = new DisplayOverLoading();
        System.out.println(obj.add(10, 20));
        System.out.println(obj.add(10, 20, 30));}}
```

Method overloading and overriding

Three ways to overload a method

- 2. Data type of parameters are different

```
class DisplayOverloading2{  
    public int add(int a, int b){  
        int sum = a+b;  
        return sum;}  
    public float add(float a, float b){  
        float sum = a+b;  
        return sum;}}  
class JavaExample{  
    public static void main(String args[]){  
        DisplayOverLoading2 obj = new DisplayOverLoading2();  
        System.out.println(obj.add(5, 15));  
        System.out.println(obj.add(5.85, 2.58));  
    }  
}
```

Method overloading and overriding

Three ways to overload a method

- 3. Sequence of Data type of parameters.

```
class MethodOverload {
    public void printParam(char ch, int num)      {
        System.out.println("Input character:" + ch + " ; " + "Input Number:" + num
    }
    public void printParam(int num, char ch)        {
        System.out.println("Input Number:" + num + " ; " + "Input Character:" + ch
    }
}
class Main
{
    public static void main(String args[])
    {
        MethodOverLoad obj = new MethodOverLoad();
        obj.printParam(100, 'A');
        obj.printParam('A', 100);    }}
}
```

Method overloading and overriding

```
class JavaExample{
    void disp(int a, double b){
        System.out.println("Method A");
    }
    void disp(int a, double b, double c){
        System.out.println("Method B");
    }
    void disp(int a, float b){
        System.out.println("Method C");
    }
    public static void main(String args[]){
        JavaExample obj = new JavaExample();
        obj.disp(100, 20.67f);
    }
}
```

Method overloading and overriding

Answer the following question?

- **What happen when the return type, method name and argument list same?**

Method overloading and overriding

```
class Demo
{
    public int myMethod(int num1, int num2){
        System.out.println("First myMethod of class Demo");
        return num1+num2; }
    public int myMethod(int var1, int var2){
        System.out.println("Second myMethod of class Demo");
        return var1-var2;}}
class Sample4
{
    public static void main(String args[])
    {
        Demo obj1= new Demo();
        obj1.myMethod(10,10);
        obj1.myMethod(20,12);}}
```

Method overloading and overriding

The output of the above program is

- It will throw a compilation error: More than one method with same name and argument list cannot be defined in a same class.

Method overloading and overriding

Answer the following question?

- What happen when the return type is different. Method name and argument list same?

Method overloading and overriding

```
class Demo2
{
    public double myMethod(int num1, int num2){
        System.out.println("First myMethod of class Demo");
        return num1+num2; }
    public int myMethod(int var1, int var2){
        System.out.println("Second myMethod of class Demo");
        return var1-var2;}}
class Sample5
{
    public static void main(String args[])
    {
        Demo2 obj2= new Demo2();
        obj2.myMethod(10,10);
        obj2.myMethod(20,12);
    }
}
```

The output of the above program is

- It will throw a compilation error: More than one method with same name and argument list cannot be given in a class even though their return type is different. Method return type doesn't matter in case of overloading.

Getter and Setter in Java

- **Getter** and **Setter** are methods used to **protect your data and make your code more secure.**
- **Getter(Accessor method)**
 - ▶ Getters are also called accessors
 - ▶ getters:a method that provides **access to the state of an object to be accessed.**
 - ▶ A get method signature:
public returnType getPropertyname()
 - ▶ Syntax they start with get, followed by the name of the variable, with the first letter in upper case:

Encapsulation

- **Code :**

```
private int price;

public int getPrice() { //getter method to retrieve price when called
    return price;
}
```

Getter and Setter in Java

- **Setters are also called mutators.**
 - ▶ Mutator method(setters): **a method that modifies an object's state.**
 - ▶ A set method signature:
public void setPropertyName(dataType propertyName)
 - ▶ **Syntax they start with set, followed by the name of the variable, with the first letter in upper case:**

Encapsulation

- **Code :**

```
private int price;

public void setPrice(int p) { //setter method to update the price when called
    this.price=p;
}
```

What is Encapsulation?

- **Encapsulation** is a programming technique that **binds the class members (variables and methods) together** and **prevents them from being accessed by other classes.**
- **Encapsulation** is the techniques of making **the fields in the class private** and providing **access to the fields using public method.**
- If a **fields is declared private**, it **cannot be accessed by anyone outside the class**

Encapsulation

In Java, there are two steps to implement encapsulation. Following are the steps:

- Use the **access modifier 'private'** to declare the **class member variables**.
- To access these private member variables and change their values, we have to provide the **public getter and setter methods respectively**.

Encapsulation

Example 1

```
class Person {  
    private int age;  
    public int getAge() {  
        return age;  
    }  
    public void setAge(int age) {  
        this.age = age;}}  
class Main {  
    public static void main(String[] args) {  
        Person p1 = new Person();  
        p1.setAge(24);  
        System.out.println("My age is " + p1.getAge());  
    }  
}
```



Output of the above example is

- My age is 24

Encapsulation

Example 2

```
class Student {  
    private int Student_Id;  
    private String name;  
    public int getId() {  
        return Student_Id; }  
    public void setId(int s_id) {  
        this.Student_Id = s_id;}  
    public String getName() {  
        return name;}  
    public void setName(String s_name) {  
        this.name = s_name;}}  
class Main{  
    public static void main(String[] args) {  
        Student s=new Student();  
        s.setId (27);  
        s.setName("Feven");  
        System.out.println("Student Data:" + "\nStudent ID:" + s.getId()  
                           + " Student Name:" + s.getName()); }}
```

Output of the above example is

- **Student Data:**

Student ID:27 Student Name:Feven

Encapsulation

Example 3

- The Class

```
public class EncapTest
{
    private String name;
    private String idNum;
    private int age;
    public int getAge(){
        return age;}
    public String getName(){
        return name;}
    public String getIdNum(){
        return idNum;}
    public void setAge( int newAge){
        age = newAge;}
    public void setName(String newName){
        name = newName;}
    public void setIdNum( String newId){
        idNum = newId;}
```

Encapsulation

Example 3

- Main Method

```
public class RunEncap
{
    public static void main(String args[]){
        EncapTest encap = new EncapTest();
        encap.setName("James");
        encap.setAge(20);
        encap.setIdNum("12343ms");
        System.out.print("Name : " + encap.getName() +
        " Age : " + encap.getAge());
    }
}
```

Output of the above example is

- Name : James Age : 20

Encapsulation

Example 4

- The Class

```
class Student{  
    private String name;  
    private int rollno;  
    public void setName(String n) {  
        this.name = n;}  
    public String getName() {  
        return name; }  
    public void setRollno(int r) {  
        if(r <= 50) {  
            this.rollno = r; }  
        else {  
            System.out.println("Roll number is Invalid");}  
    }  
    public int getRollno() {  
        return rollno; }  
}
```

Encapsulation

Example 4

- Main Method

```
public class Main {  
    public static void main(String[] args) {  
        Student g1 = new Student();  
        g1.setName("Meron");  
        System.out.println(g1.getName());  
        g1.setRollno(51);  
        System.out.println(g1.getRollno());    }  
}
```

Output of the above example is

- Meron
- Roll number is Invalid
- 0

Polymorphism

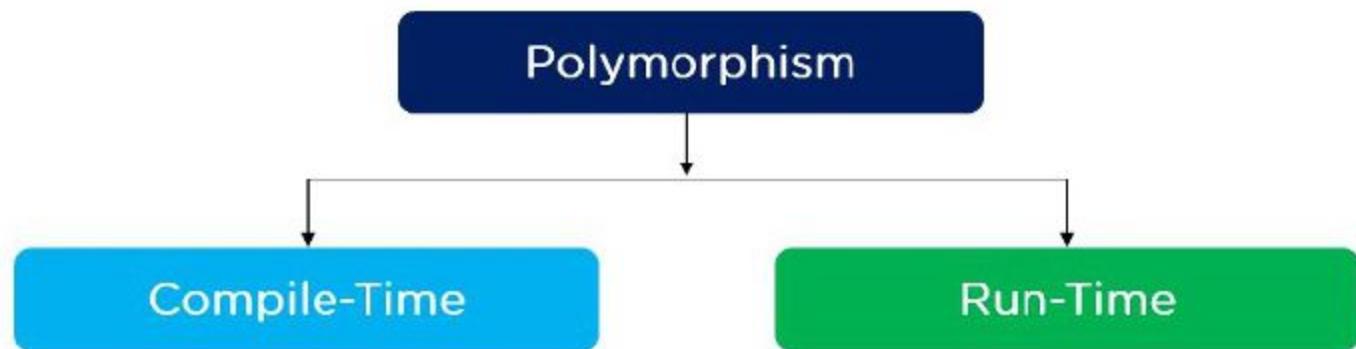
What is Polymorphism?

- **Polymorphism** is derived from two **Greek words**: **poly** and **morphs**.
 - ① **poly**: means **many**
 - ② **morphs**: means **forms**
- So **polymorphism means many forms**.
- **Polymorphism** is the **ability of an object to take on many forms**
- In **programming languages** polymorphism is the **capability of an action or method to do different things based on the object that it is acting upon**.

Polymorphism

Types of Polymorphism?

- There are two types of polymorphism in Java



Compile-Time Polymorphism In Java

- ▶ Compile-time polymorphism is also **known as “Static polymorphism”**.
- ▶ whatever polymorphism is to be performed, is performed **at compile time**.
- ▶ the compile-time polymorphism is performed **using “Method Overloading”**.
- ▶ At compile-time **compiler knows** which method to call by checking **the method signature**.
 - ★ So, this is called **compile-time polymorphism or static or early binding**.

Encapsulation

Examples of Compile-Time Polymorphism in Java

- Main Method

```
class MethodOverload
{
    public void printParam(char ch)
    {
        System.out.println(ch);
    }
    public void printParam(char ch, int num)
    {
        System.out.println("Character: " + ch + " ; " + "Number:" + num);
    }
}
class Main
{
    public static void main(String args[])
    {
        MethodOverLoad obj = new MethodOverLoad();
        obj.printParam('A');
        obj.printParam('A',10);  }}
}
```

Examples of Runtime Polymorphism in Java

Output of the above example is

- A

Character: A ; Number:10

Run-time polymorphism

- ▶ Runtime polymorphism also called **Dynamic Method Dispatch**
- ▶ In this process, the call to an overridden method is resolved dynamically at runtime rather than at compile-time.
- ▶ You can achieve **Runtime polymorphism via Method Overriding**.
- ▶ Method Overriding is done when a child or a subclass has a method with the **same name, parameters, and return type as the parent** or the superclass
- ▶ **Java virtual machine** determine the **proper method to call at run time**, not at he compile time.
 - ★ So this is called **dynamic or late binding**.
- ▶ **Upcasting** is the Parent class's reference variable refers to the object of the child class.

Encapsulation

Examples of Runtime Polymorphism in Java

- The Class

```
class Animal
{
    void eat()
    {
        System.out.println("Animals Eat"); } }
class herbivores extends Animal{
    void eat(){
        System.out.println("Herbivores Eat Plants"); } }
class omnivores extends Animal{
    void eat(){
        System.out.println("Omnivores Eat Plants and meat"); } }
class carnivores extends Animal{
    void eat(){
        System.out.println("Carnivores Eat meat");
    }
}
```

Encapsulation

Examples of Runtime Polymorphism in Java

- Main Method

```
class Main{  
    public static void main(String args[]){  
        Animal A = new Animal();  
        Animal h = new herbivores();  
        Animal o = new omnivores();  
        Animal c = new carnivores();  
        h.eat();  
        A.eat();  
        c.eat();  
        o.eat();  
    }  
}
```



Examples of Runtime Polymorphism in Java

Output of the above example is

- **Herbivores Eat Plants**
- Animals Eat**
- Carnivores Eat meat**
- Omnivores Eat Plants and meat**

What is Abstraction in OOP?

- ▶ **Abstraction** is the concept of **object-oriented programming** that “shows” only essential attributes and “hides” unnecessary information.
- ▶ The main purpose of **abstraction** is **hiding the unnecessary details from the users**.
- ▶ Abstraction is a process of **hiding the implementation details** and showing only **functionality to the user**.
- ▶ It is one of the most important concepts of OOPs.

Abstraction in OOPs with example:

- ▶ Suppose you want to create a banking application and you are asked to collect all the information about your customer.
- ▶ There are chances that you will come up with following information about the customer

The image shows a list of items, each preceded by a checked checkbox. The items are: Full Name, Address, Contact Number, Tax Information, Favorite Food, Favorite Movie, Favorite Actor, and Favorite Band. The 'Favorite Food' item is highlighted with a red rectangular border. To the right of the list is a red speech bubble containing the text: "Okay, we might not need all these customer information for a banking application".

- Full Name**
- Address**
- Contact Number**
- Tax Information**
- Favorite Food**
- Favorite Movie**
- Favorite Actor**
- Favorite Band**

Abstraction in OOPs with example:

- ▶ But, not all of the above information is required to create a banking application.
- ▶ So, you need to select only the useful information for your banking application from that pool.
 - ★ Data like name, address, tax information, etc. make sense for a banking application which is an Abstraction example in OOPs
- ▶ Since we have **fetched/removed/selected the customer information from a larger pool**, the process is referred as Abstraction in OOPs.

Abstraction in OOPs with example:

- ▶ However, the same information once extracted can be used for a wide range of applications.
- ▶ For instance, you can use the same data for hospital application, job portal application, a Government database, etc.
 - ★ With little or no modification.
 - ★ Hence, it becomes your Master Data.
 - ★ This is an advantage of Abstraction in OOPs.

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 - ★ This is an **advantage of Abstraction in OOPs.**

What is Abstract Class?

- ▶ A class which contains **the abstract keyword** in its declaration is **known as abstract class**.
- ▶ It is just like a **normal class** but has two differences.
 - ① We cannot create an object of this class.
Only objects of its **non-abstract (or concrete) sub-classes can be created.**
 - ② It can have **zero or more abstract methods** .

When to use Abstract class in Java?

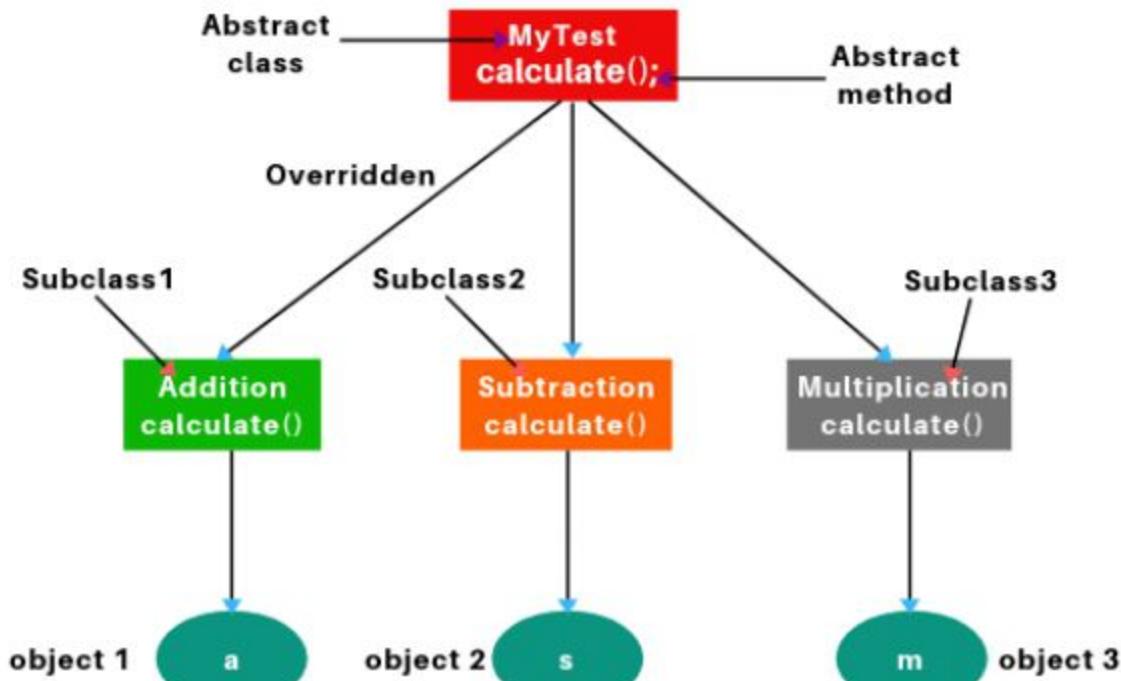
- ▶ An abstract class can be used when we need to **share the same method to all non-abstract subclasses with their own specific implementations.**
- ▶ Whenever you need to implement a method **differently in different classes** we **use an abstract class.**
- ▶ Thus, **abstract class is useful** to make the **program more flexible and understandable.**

When to use Abstract class in Java?

- ▶ For example, if I have a class called “Bank” which has a method namely “**CalcInterest**”, I can keep this method as abstract.
- ▶ All the banks have a different way of calculating the interest.
- ▶ So each class would derive this method and implement it in their own way.
- ▶ This is why abstract classes are useful.

Abstract Class

When to use Abstract class in Java?



What are Abstract Methods?

- ▶ A method that is declared with **abstract modifier in an abstract class** and **has no implementation (means no body)** is called **abstract method in java**.
- ▶ It does not contain any body.
- ▶ Abstract method has simply **a signature declaration followed by a semicolon**.

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 - ★ Therefore, it is also known as **incomplete method in java**.
- ▶ **Key point:** A concrete method is a method which has always the body.
 - ★ It is also called a **complete method in java**.

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What are Abstract Methods?

- ▶ Syntax:

```
abstract type MethodName(arguments); // No body
```

For example:

```
abstract void msg(); // No body.
```

- ▶ An abstract class can have **both abstract and regular methods**:

```
abstract class Animal
{
    public abstract void animalSound();
    public void sleep()
    {
        System.out.println("Zzz");
    }
}
```

When to use Abstract method in Java?

- ▶ There are the following uses of abstract method in Java. They are as follows:
 - ① An abstract method can be used when the same method has to perform different tasks depending on the object calling it.
 - ② A method can be used as abstract when you need to be overridden in its non-abstract subclasses.

Abstract Class

Example: Java Abstract Class

```
abstract class Language {  
    public void display() {  
        System.out.println("This is Java Programming");  
    }  
}  
  
class Main extends Language {  
  
    public static void main(String[] args) {  
        Main obj = new Main();  
        obj.display();  
    }  
}
```



Abstract Class

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        obj.display();  
    }  
}
```



Abstract Class

Example: Java Abstract Class

```
abstract class Shape{
    abstract void draw();
}

class Rectangle extends Shape{
    void draw(){System.out.println("drawing rectangle");}
}

class Circle1 extends Shape{
    void draw(){System.out.println("drawing circle");}
}

class TestAbstraction1{
    public static void main(String args[]){
        Shape s=new Circle1();
        s.draw();
    }
}
```



Abstract Class

Example: Java Abstract Class

```
abstract class AbstractDemo{  
    public void myMethod(){  
        System.out.println("Hello");  
    }  
    abstract public void anotherMethod();  
}  
public class Demo extends AbstractDemo{  
  
    public void anotherMethod() {  
        System.out.print("Abstract method");  
    }  
    public static void main(String args[])  
    {  
  
        AbstractDemo obj = new AbstractDemo();  
        obj.anotherMethod();  
    }  
}
```

Abstract Class

Example: Java Abstract Class

```
abstract class Bank{
    abstract int getRateOfInterest();
}

class SBI extends Bank{
    int getRateOfInterest(){return 7;}
}

class PNB extends Bank{
    int getRateOfInterest(){return 8;}
}

class Main{
    public static void main(String args[]){
        Bank b;
        b=new PNB();
        System.out.println("Rate of Interest is: "+b.getRateOfInterest()+" %");
        b=new SBI();
        System.out.println("Rate of Interest is: "+b.getRateOfInterest()+" %");
    }
}
```



Reading Assignment

- ① What is the difference between Abstract and Encapsulation?
- ② What is Interface?
- ③ What is the difference between Abstract and Interface?