

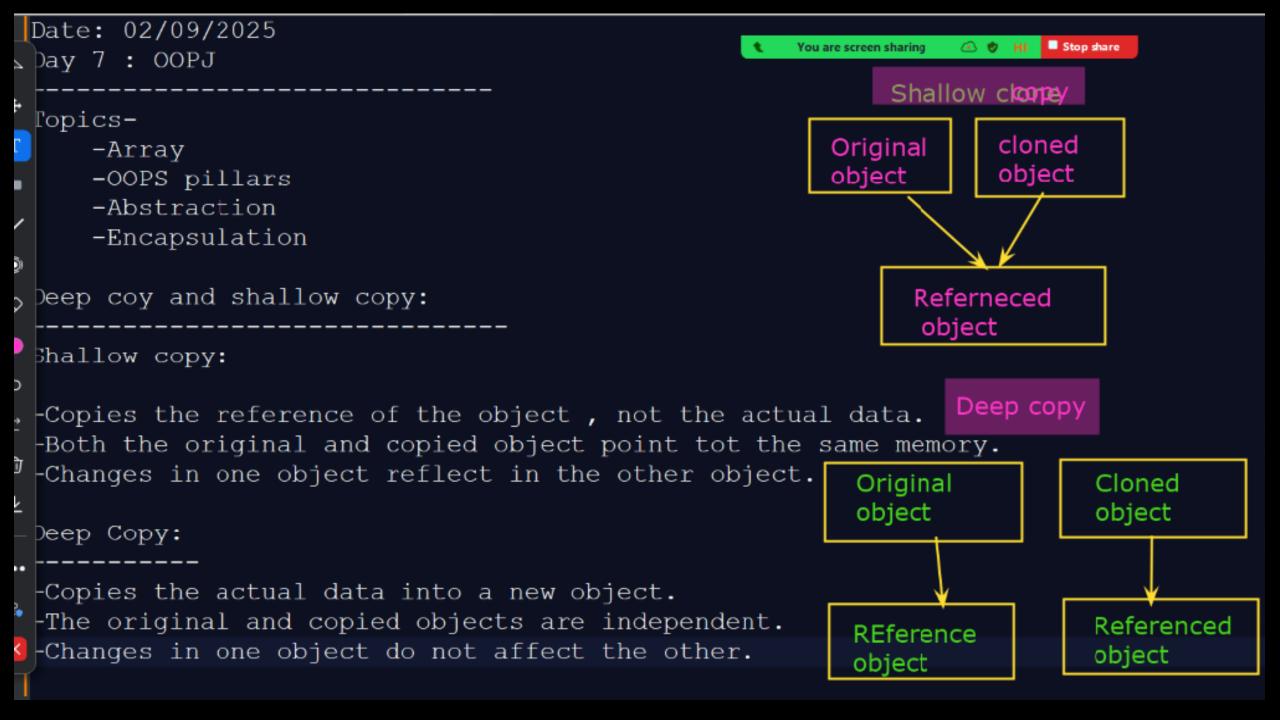


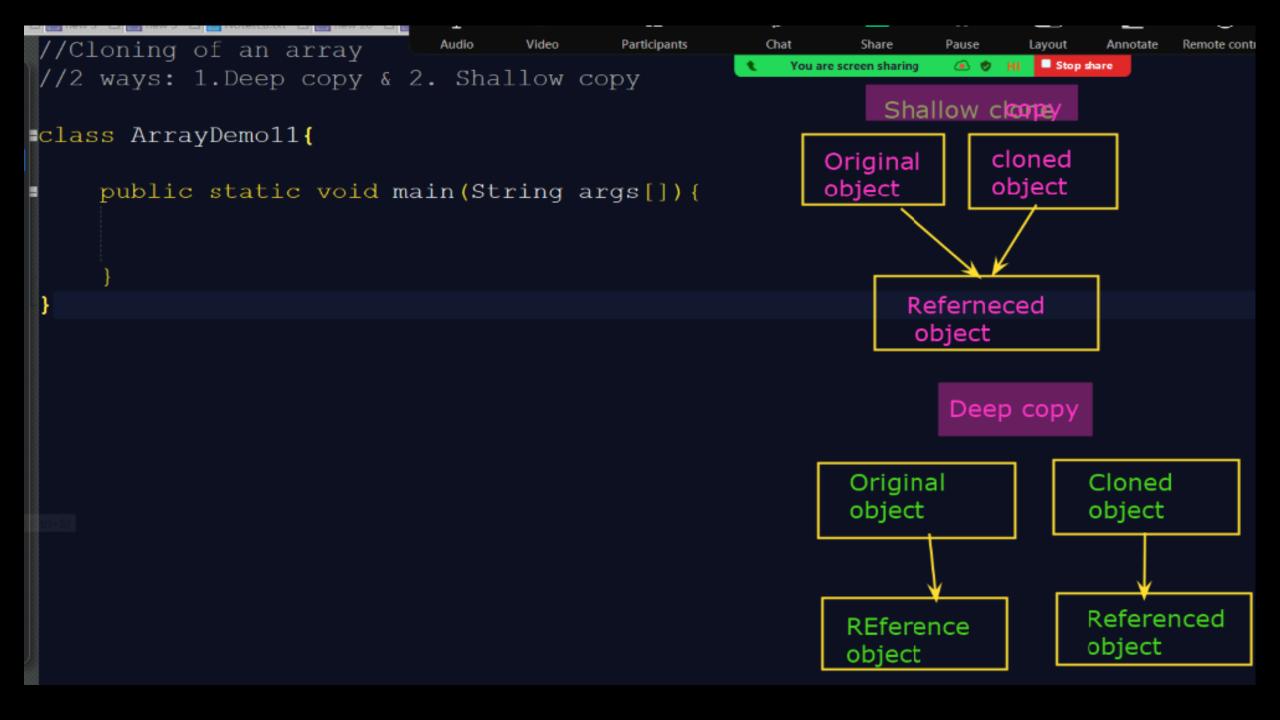
## Object Oriented Programming with Java (OOPJ)

Session 7: OOPS Pillar

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```
//Cloning of an array
                                                             Stop share
                                                   You are screen sharing
//2 ways: 1.Deep copy & 2. Shallow copy
≡class ArrayDemo11{
    public static void main(String args[]) {arr-
         //ld Array: Deep copy for primitive data types
         int[] arr = \{1,2,3\};
                                            clone
         int[] clone = arr.clone();
         System.out.println(arr == clone);//false
         System.out.println("arr="\arr);
         System.out.println("clone="+clone);
         System.out.println("==========");
         //2d Array : Elements: Shallow copy
         int[][] matrix = {{1,2},{3,4}};
         int[][] copy = matrix.clone();
         System.out.println(matrix[0][0] == copy[0][0]); //true
```

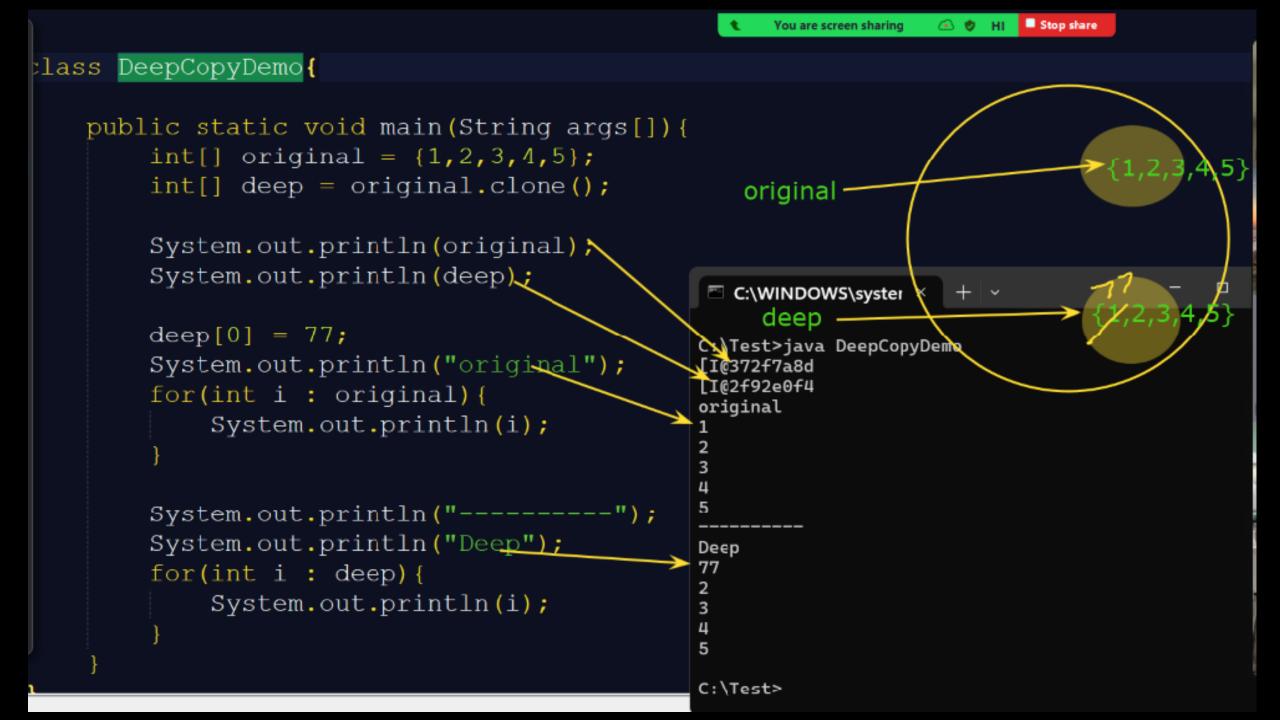




```
public static void main(String args[]) {
                                                 original
    int[] original = \{1, 2, 3, 4, 5\};
    int[] shallow = original;
    System.out.println(original)

□ C:\WINDOWS\syster ×

                                         C:\Test>javac ShallowCopyDemo.java
    System.out.println(shallow);
                                         C.\Test>java ShallowCopyDemo
    shallow[0] = 7;
                                         [I@372f7a8d
    System.out.println("original");
                                         []@372f7a8d
                                         original
    for(int i : original) {
         System.out.println(i);
                                                         c1=c2
    System.out.println("-----
                                         shallow
    System.out.println("shallow"); > 7
    for(int i.: shallow) {
         System.out.println(i);
                                         C:\Test>
```



```
You are screen sharing
interface Shape{//interface
     double calculateArea(); // abstract method
class Rectangle implements Shape
     double length, width;
     Rectangle (double length, double width) {
         this.length = length;
         this.width = width;
     @Override
     public double calculateArea()
         return length * width;
-public class InterfaceDemo{
     public static void main(String args[]){
         //Rectangle r1 = new Rectangle(4.0,5.0);
         Shape r1 = new Rectangle(4.0,5.0);
         //Shape sl = new Shape();//Error: object cannot be instantiated
         double res = r1.calculateArea();
         System.out.println("Result = "+ res)
```

