

Encapsulation

↳ Binding data members and methods together inside a single class to achieve desired level of access / security.

⇒ Access specifiers / modifiers

- ↳ private
- ↳ default
- ↳ protected
- ↳ public

1) private : accessible inside the same class.

⊙ We generally use key to make our member variables private.

→ making getters and setters give us granular control over our variables.

↳ default : accessible inside the same class + same

package
↓
collection of classes / interface.

⇒ protected: default + child class in a diff. package

⇒ public : anywhere in the project.

Polymorphism \rightarrow it is applicable on methods

any for =

- Compile time polymorphism (method overloading)
- Run time " (method overriding)

compile time \swarrow `[Person p =`
 \searrow `new Person())` Run time
 $\underbrace{\hspace{10em}}$
 ref variable $\underbrace{\hspace{10em}}$
 Object
 heap (dynamic)
 Stack (static)

⇒ Compile Time polymorphism

method overloading

method ↓ $\text{overload} \equiv 0$
 a class has multiple func^s with same name

a class has multiple funcⁿ with same name
but diff. parameters
↳ number/data type

Ⓐ Method overloading only works on parameters but not on return type.

⇒ Run time Polymorphism / Method Overriding

⊕ Parent p = new Child() // allowed

Child c = new Parent() \times NOT allowed \Rightarrow

④ It's the object which decides which method has to be called.

→ Methods are decided by object
variables are decided by reference.

Abstraction

↳ hiding the implementation and only showing the details.

... 7. partial abstraction

the class

→ Abstract class } partial abstraction

→ interface } 100% abstraction

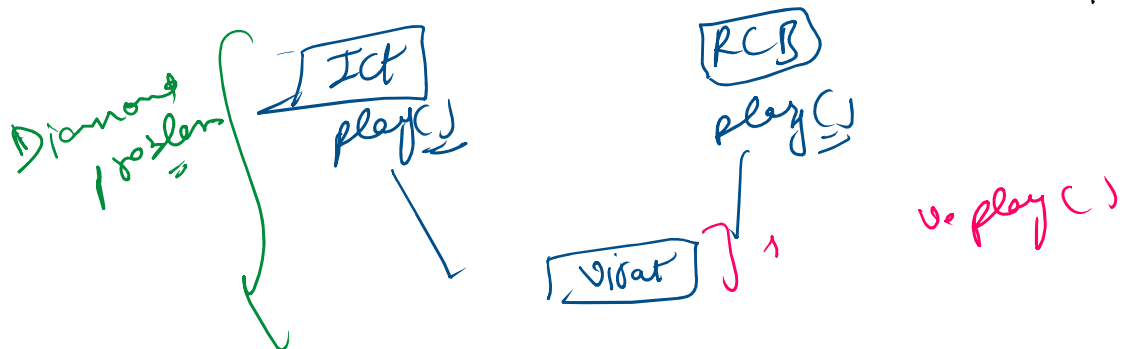
class extends class

class implements interface

interface extends interface.

→ A child class has to implement all the methods of the interface.

a class cannot extend more than one class. (No multiple inheritance)



⊕ Interfaces allow multiple inheritance

Ict

RCB

Ict
play();

RCB
play();



v. play();

⇒ Interfaces cannot be instantiated object.

abstract class

→ abstract (no impl)

→ non-abstract (imple)

→ abstract class cannot be instantiated.

Multi level Inheritance



Class A {
int n;
f1();

→

Class B extends A {
int y;
f2();

Class C extends B {

int x;
int y;
f1();
f2();

```
class C extends B {  
    int i;
```

```
}
```