

# Polymorphism and `final` Keyword in Java – Pin-to-Pin Complete Notes

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## 1. Introduction (From Scratch)

Java is an **object-oriented language**, and two of its most powerful pillars are:

- **Inheritance** – reusing code
- **Polymorphism** – same reference, different behavior at runtime

To control inheritance and polymorphism, Java provides the **final keyword**.

Understanding **why we need parent references**, **why upcasting exists**, and **why downcasting is sometimes required** is the core of mastering Java OOP.

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## 2. `final` Keyword – Complete Explanation

The `final` keyword is used to **restrict modification**.

It can be applied to:

1. Class
  2. Method
  3. Variable
- 

## 3. `final` Class

```
final class Vehicle {  
    void move() {  
        System.out.println("Vehicle moving");  
    }  
}
```

### Rules

- A **final class cannot be inherited**
- It **cannot be a parent class**
- Prevents inheritance completely

```
class Car extends Vehicle { } // □ ERROR
```

## Why final class is needed?

- Security (e.g., String class)
- Prevent behavior change
- Design decision: "This class is complete"

**Real example:** String, Math, Wrapper classes

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## 4. final Method

```
class Aeroplane {  
    final void takingOff() {  
        System.out.println("Aeroplane taking off");  
    }  
}
```

### Rules

- **Final methods ARE inherited**
- **Cannot be overridden**

```
class CargoPlane extends Aeroplane {  
    // void takingOff() { }  ERROR  
}
```

**Final methods CANNOT be overridden.**

### Why final method?

- Lock critical logic
- Avoid accidental override
- Improve readability & safety

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## 5. final Variable

```
final int x = 10;
```

### Rules

- **Value cannot be changed**
- Must be initialized

```
x = 20; //  ERROR
```

## **final with static**

```
static final double PI = 3.14;
```

- Becomes **constant**
  - Stored in **method area**
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## **6. final + Inheritance Summary Table**

Usage	Inherited?	Overridden?
final class	<input type="checkbox"/>	<input type="checkbox"/>
final method	<input type="checkbox"/>	<input type="checkbox"/>
final variable	<input type="checkbox"/> (value copied)	<input type="checkbox"/>
static final	<input type="checkbox"/>	<input type="checkbox"/>
private method	<input type="checkbox"/>	<input type="checkbox"/>
constructor	<input type="checkbox"/> final not allowed	

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## **7. final Cannot Be Applied To**

- Constructor (constructors are not inherited)
  - Abstract methods
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## **8. Polymorphism – Core Concept**

### **Definition**

**Polymorphism means one reference behaving in many forms at runtime.**

```
Aeroplane a = new CargoPlane();
```

Same reference → different behavior

## 9. Upcasting (VERY IMPORTANT)

```
AeroPlane a = new CargoPlane();
```

### What is Upcasting?

- Creating **parent class reference** pointing to **child object**
- Happens **implicitly**

### Why do we need upcasting?

#### 1 Runtime Polymorphism

```
a.landing(); // calls CargoPlane version
```

#### 2 Loose coupling

- Code depends on parent, not child

#### 3 Scalability

```
AeroPlane a;  
a = new CargoPlane();  
a = new PassengerPlane();
```

Same code → multiple behaviors

#### 4 Industry-level design

Frameworks, APIs, collections ALL use parent references

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## 10. Method Execution Rules

```
class AeroPlane {  
    void takingOff() {}  
    void landing() {}  
}  
  
class CargoPlane extends AeroPlane {  
    void landing() {} // overridden  
    void flyCargo() {}  
}
```

### Case 1: Parent reference

```
AeroPlane cp = new CargoPlane();  
cp.takingOff(); // inherited  
cp.landing(); // overridden (child version)
```

## Case 2: Child reference

```
CargoPlane cp = new CargoPlane();  
cp.takingOff();  
cp.landing();
```

- ✓ Output is SAME for overridden methods
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## 11. Then WHY Parent Reference?

Very important doubt □

"If both parent and child reference give same output, why use parent reference?"

### Answer:

Because **polymorphism works ONLY with parent reference**

```
AeroPlane a = new CargoPlane(); // polymorphism  
CargoPlane c = new CargoPlane(); // NO polymorphism
```

Without parent reference:

- No runtime binding
  - No flexibility
  - No dynamic behavior
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## 12. Specialized Methods Problem

```
AeroPlane a = new CargoPlane();  
a.flyCargo(); // □ ERROR
```

### Why error?

- Reference type = AeroPlane
  - Compiler checks reference, not object
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## 13. Downcasting

```
((CargoPlane) a).flyCargo();
```

## What is Downcasting?

- Temporarily converting parent reference → child reference
- Used to access **specialized methods**

## Important points

- Happens **explicitly**
- Risky (may cause `ClassCastException`)

```
Aeroplane a = new PassengerPlane();  
((CargoPlane) a).flyCargo(); // ☐ Runtime error
```

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## 14. Safe Downcasting (Best Practice)

```
if (a instanceof CargoPlane) {  
    ((CargoPlane) a).flyCargo();  
}
```

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## 15. Final + Polymorphism Relationship

Feature	Effect
final method	Stops runtime polymorphism
final class	Stops inheritance completely
final variable	Constant behavior

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## 16. Key Interview Lines (MEMORIZE)

- "Polymorphism works through parent reference"
  - "Method execution depends on object, not reference"
  - "Compiler checks reference, JVM checks object"
  - "Final methods are inherited but not overridden"
  - "Downcasting is used to access specialized behavior"
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## 17. Final Summary

- ✓ `final` controls modification
- ✓ Parent reference enables polymorphism
- ✓ Upcasting = flexibility + scalability
- ✓ Downcasting = access specialization
- ✓ Child reference = no polymorphism

