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ABSTRACT CLASS

WHAT IS A CONCRETE METHOD?

- A METHOD WHICH ARE HAVING IMPLMENTATION OR BODY IS KNOWN AS CONCRETE METHOD
- METHODS WHICH CONTAIN BODY WITH NO IMPLEMENATION IS KNOWN AS EMPTY IMPLEMENTATION METHOD.

```
class Test1
{
     public static void main(String[] args)
     {
      }
}
```

WHAT IS A CONCRETE CLASS?

A CLASS WHICH CONTAIN ONLY CONCRETE METHODS ARE KNOWN AS CONCRETE CLASS.

WHAT IS AN ABSTRACT?

 WHEN THE USER WANTS TO DO SOME OPERATION BUT DOESN'T KNOW THE IMPLEMENTATION, SUCH SCENARIOS ARE CALLED AS ABSTRACT.

EXAMPLE:

public abstract void m1();

CASE-1

```
package abstract1;

public abstract class Test1
{
    public abstract void m1();
    public static void m2()
    {
        System.out.println("inside the concrete method");
    }
}

package abstract1;

public class Test2 extends Test1
{
```

```
public void m1()
            System.out.println("inside the m1 method");
      }
      public static void main(String[] args)
            Test2 a1 = new Test2();
            a1.m1();
            m2();
      }
}
CASE 2
package abstract1;
public abstract class Test3
      public abstract void add();
      public abstract void diff();
}
package abstract1;
public abstract class Test4 extends Test3
      public void add()
            int a = 1, b = 6;
            int c = a+b;
            System.out.println("The sum of a and b is "+ c);
      }
}
package abstract1;
public class Test5 extends Test4
      public void diff()
            int a = 5, b = 1;
            int c = a-b;
            System.out.println("the difference is "+c);
      }
      public static void main(String[] args)
            Test5 a1 = new Test5();
            a1.add();
            a1.diff();
```

```
}
```

}

CASE - 3: OVERRINDING OF EMTHOD IN ABSTRACT

```
package abstract1;
public abstract class Chocolate
     public abstract void chocolateName();
package abstract1;
public class DairyMilk extends Chocolate
     public void chocolateName()
           System.out.println("Thank you for choosing Dairy Milk!!!!!!");
}
package abstract1;
public class Kitkat extends Chocolate
     public void chocolateName()
           System.out.println("Thank you for choosing KitKat!!!!!!");
}
package abstract1;
public class Perk extends Chocolate
     public void chocolateName()
           System.out.println("Thank you for choosing Perk!!!!!!");
}
package abstract1;
import java.util.Scanner;
public class ChocolateShop
```

```
public static void main(String[] args)
      Scanner sc = new Scanner(System.in);
      System.out.println("Hi welcome to chocolate shop");
      System.out.println("Enter the chocolate ID");
      int id = sc.nextInt();
      switch (id)
      case 1:
            DairyMilk a1 = new DairyMilk();
            a1.chocolateName();
            break;
      case 2:
            Perk a2 = new Perk();
            a2.chocolateName();
            break;
      case 3:
            Kitkat a3 = new Kitkat();
            a3.chocolateName();
                  break;
      default:
            System.out.println("Kindly enter valid id");
            break;
     }
}
```

}

