

➤ Inheritance.

Inheritance is a fundamental concept in object-oriented programming (oop) that allows a new class to inherit fields and methods from an existing class.

Single Inheritance:

Single inheritance is a type of inheritance in which a subclass inherits from only one superclass.

ex: class A
 ↓
 class B

program:

```
class A {
    int a;
    void display A() {
        System.out.println ("a=" + a);
    }
}

class B extends A
{
```

```
int b;
```

```
void display B() {
```

```
    System.out.println("b="+b);
```

```
}
```

```
}
```

```
public class Main {
```

```
    public static void main (String[] args)
```

```
{
```

```
        B obj = new B();
```

```
        obj.a = 10;
```

```
        obj.b = 20;
```

```
        obj.display A();
```

```
        obj.display B();
```

```
}
```

```
}
```

O/p: 10

20

Multiple inheritance in Java :

Multiple inheritance refers to feature in some Object-oriented programming languages where a class can inherit characteristics from more than one parent class.

ex:

```

    }
    public void display (c) {
        System.out.println (c);
    }
}

```

```

    }
    public class Main {
        public static void main (String [] Args)
        {
            C d = new C ();
            d.display A();
            d.display B();
            d.display C();
        }
    }
}

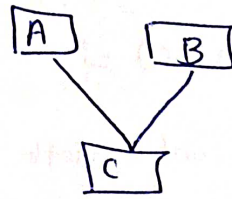
```

o/p. 5
 10
 15

Multilevel :-

multilevel inheritance is a type of inheritance in java where a class is derived from a class that is also derived from another class.

Class A
↓
Class B
↓
Class C



exa
program :-

```

class A {
    int a;

    A() {
        a = 5;
    }

    void display A() {
        System.out.println(a);
    }
}
  
```

```

interface B {
    int b = 10;
    void display B();
}
  
```

```

class C extends A implements B {
    int c;

    C() {
        c = 15;
    }

    public void display B() {
        // ...
    }
}
  
```



```
c obj = new C();
```

```
obj.display A();
```

```
obj.display B();
```

```
obj.display C();
```

o/p:

Base class

Child

Grandchild.

Hybrid:

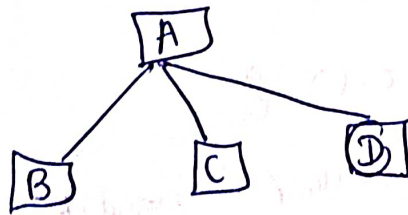
Hierarchical

Inheritance:

It occurs when multiple Subclass

inherit from a single Superclass. This means
that a single parent class can have multiple
child classes.

ex:



program:

```
class A {
```

```
public void display A() {
```

```
System.out.println("Inside class A");
```

```
class B extends A {
```

ex: class A
 ↓
 class B
 ↓
 class C

program:-

```
class A {  
    public void display A() {  
        System.out.println ("Baseclass");  
    }  
}  
class B extends A {  
    public void display B() {  
        System.out.println ("childclass");  
    }  
}  
class C extends B {  
    public void display C() {  
        System.out.println ("Grandchild");  
    }  
}  
public class main {  
    public static void main (String [] args)  
    {
```

```
public void display B() {
```

```
System.out.println ("Inside class B");
```

```
class C extends A {
```

```
public void display C() {
```

```
System.out.println ("Inside class C");
```

```
class D extends A {
```

```
public void display D() {
```

```
{
```

```
System.out.println ("Inside class D");
```

```
}
```

```
}
```

```
public class Main {
```

```
public static void main (String[] args)
```

```
{
```

```
B obj B = new B();
```

```
C obj C = new C();
```

```
D obj D = new D();
```

```
obj B.display A();
```

```
obj B.display B();
```

```
obj C.display A();
```

```
obj C.display C();
```

```
obj .display A();
```

```
obj .display D();
```

O/p:

Inside class A

Inside class B

Inside class A

Inside class C

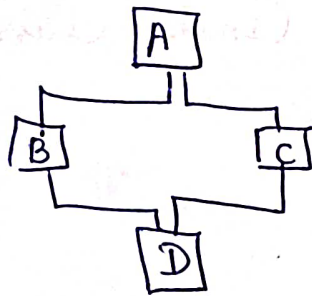
Inside class A

Inside class D

Hybrid::

Combination of any inheritance

ex:



program:

```
class Grandfather {
```

```
    public void showG() {
```

```
        System.out.println("He is grandfather");
```

```
    }
```

```
}
```

```
class father extends Grandfather {
```

```
    public void showF() {
```

```
        System.out.println("He is father");
```

```
    }
```

```
}
```



```
class Son extends father {
```

```
    public void show() {
```

```
        System.out.println("He is son");
```

```
    }
```

```
}
```

```
public class Daughter extends father {
```

```
    public void show() {
```

```
        System.out.println("she is daughter");
```

```
    }
```

```
public static void main (String[] args)
```

```
{
```

```
    Son obj = new Son();
```

```
    obj.show();
```

```
    obj.showF();
```

```
    obj.showG();
```

```
    Daughter obj2 = new Daughter();
```

```
    obj2.show();
```

```
    obj2.showF();
```

```
    obj2.showG();
```

```
}
```

```
}
```

O/p:

He is son

He is father

He is grandfather

She is daughter

He is father

He is grandfather.

Exception Handling:

An Exception is an error during the execution of a program.

Key Components of Exception Handling.

- * Try
- * Catch
- * Throw
- * Finally

Nested Catch:

```
class Main {  
    public static void main (String[] args)  
    {  
        try {  
            int a = 5/0;  
        }  
    }  
}
```

```
System.out.println (" Rest of code in try block");
```

```
}  
catch (ArithmeticException e)
```

```
{  
    System.out.println ("Arithmetic Exception => " + e.getMessage());
```

```
}  
catch (Exception e)
```

```
{  
    System.out.println ("Exception => " + e.getMessage());
```

```
}  
}  
} O/p: Arithmetic Exception => /by zero
```

2 try 2 catch:

```
class Main {
```

```
    public static void main (String[] args)
```

```
{
```

```
    try {
```

```
        int a[] = {1, 2, 3};
```

```
        try {
```

```
            int b = 1/0;
```

```
        }
```

```
        catch (Exception e)
```

```
        {
```

```
            System.out.println ("Exception thrown" + e.
```

```
                getMessage());
```

```
        }
```



```
System.out.println ("AC4J");
```

```
}
```

```
catch (ArrayIndexOutOfBoundsException e)
```

```
{  
    System.out.println ("Exception thrown : " + e.getMessage());
```

```
}
```

```
System.out.println ("out of block");
```

```
}
```

```
}  
O/p: Exception thrown : / by zero
```

throw: - \rightarrow declare the error

```
public class main {
```

```
    static void checkAge (int age) throws ArithmeticException
```

```
{
```

```
    if (age < 18)
```

```
    {
```

```
        throw new ArithmeticException ("Access denied - you
```

```
        must be at least 18  
        year old");
```

```
    }  
    else
```

```
    {
```

```
        System.out.println ("Access granted - you are old  
        enough");
```

```
    }
```

```
}
```



```

public static void main (String[] args)
{
    try
    {
        check Age (16);
    }
    catch (Arithmetic Exception e)
    {
        System.out.println (e.getMessage());
    }
}
// o/p: you are not eligible

```

Finally:-

Try → block of code to test the error being executed

Catch → block of code to be executed if an error occurs in

finally → Code that always ~~error~~ executes. try block

The finally block is a section of code that is executed regardless of whether an exception is thrown or not.

Program:

```

public class Main {

```

```

    public static void main (String[] args)

```

```

    {

```

```

        try

```

{

int a[] = {1, 2, 3}

System.out.println ("Rest of the code in the try
block");

}

catch (ArrayIndexOutOfBoundsException e)

{

System.out.println ("Array index out of Exception: " +
e.getMessage());

}

finally

{

System.out.println ("This is the finally block");

}

}

O/p:

Arithmetic Exception: / by zero

This is the finally block.