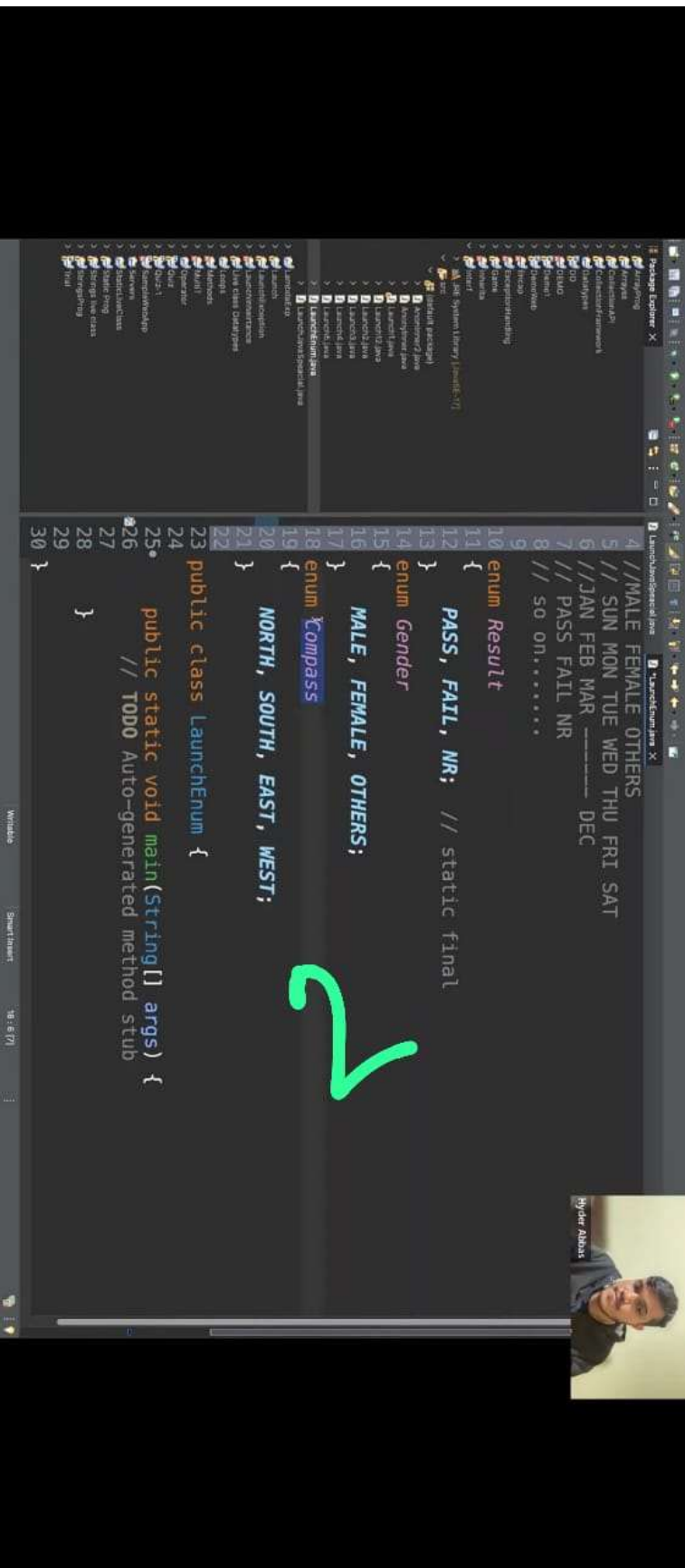


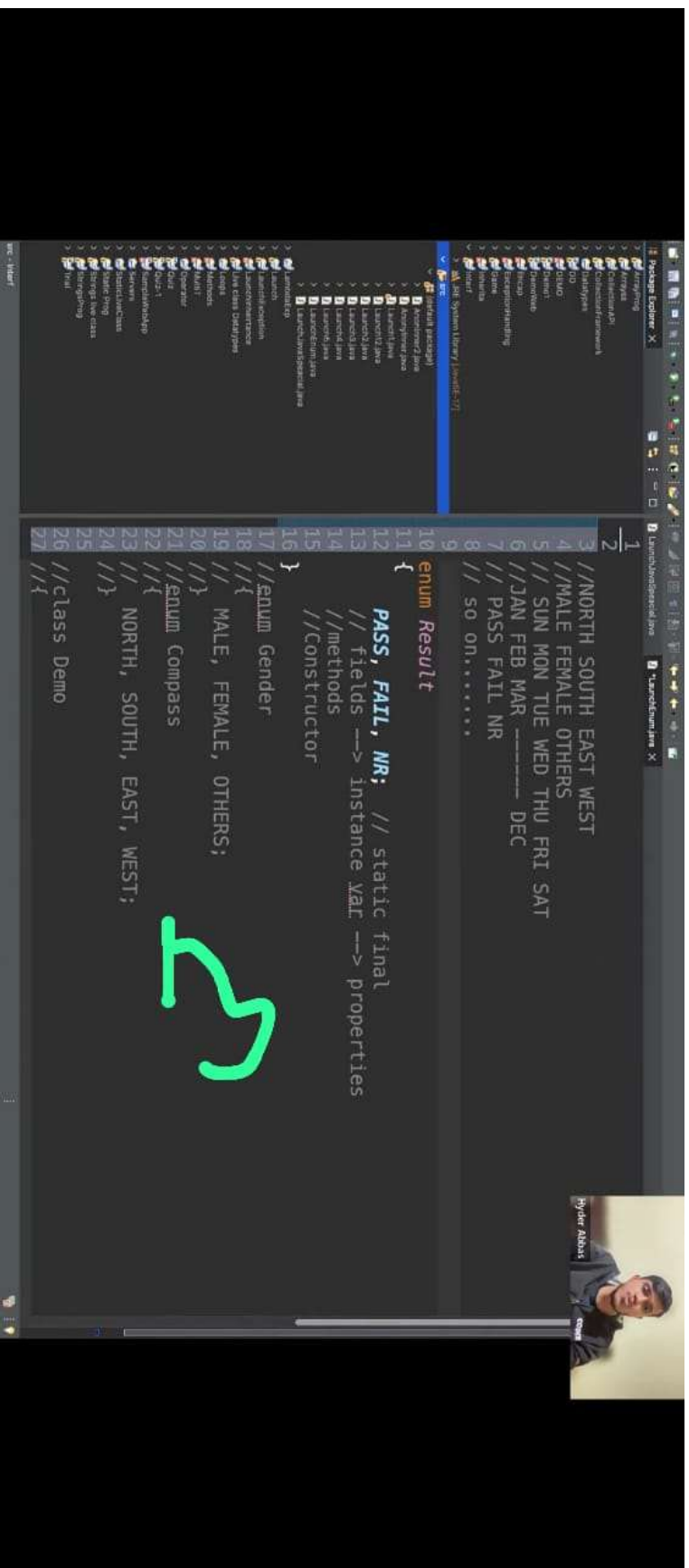
# Java\_Enum\_And\_Annotations

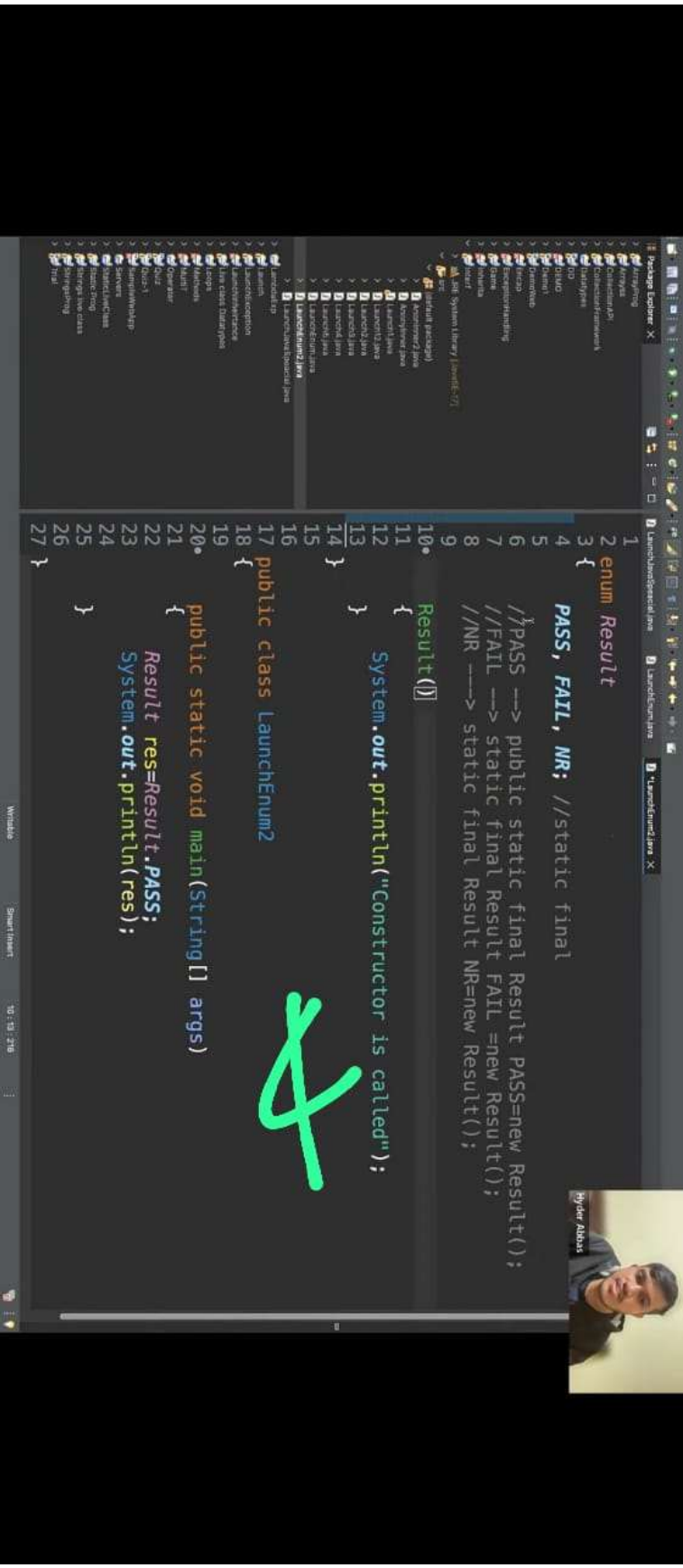
enum => get out of constant predefined data | our own data type

enum constant

=> NORTH SOUTH EAST WEST









```

5
6 //PASS --> public static final Result PASS=new Re
7 //FAIL --> static final Result FAIL=new Result()
8 //NR --> static final Result NR=new Result();
9
10• Result()
11 {
12     System.out.println("Constructor is called");
13 }
14 }

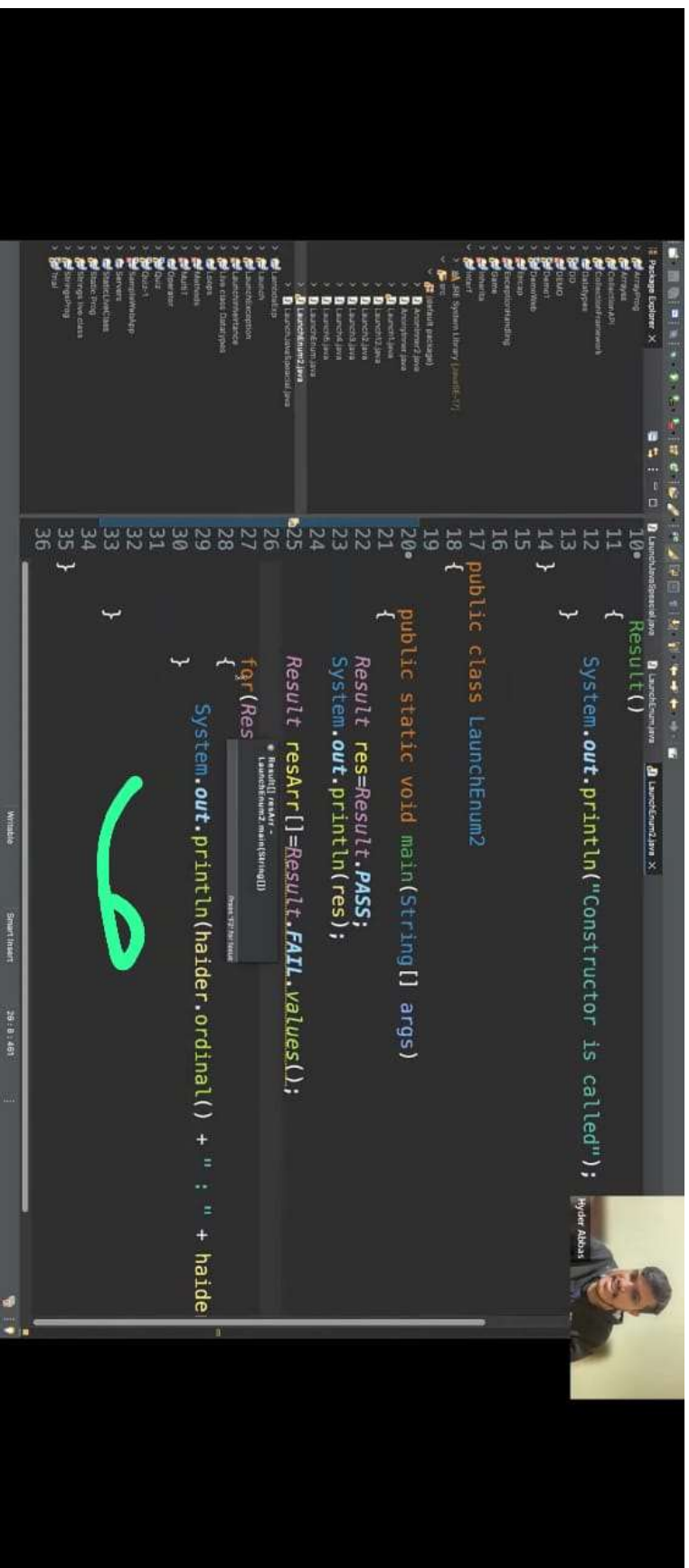
```

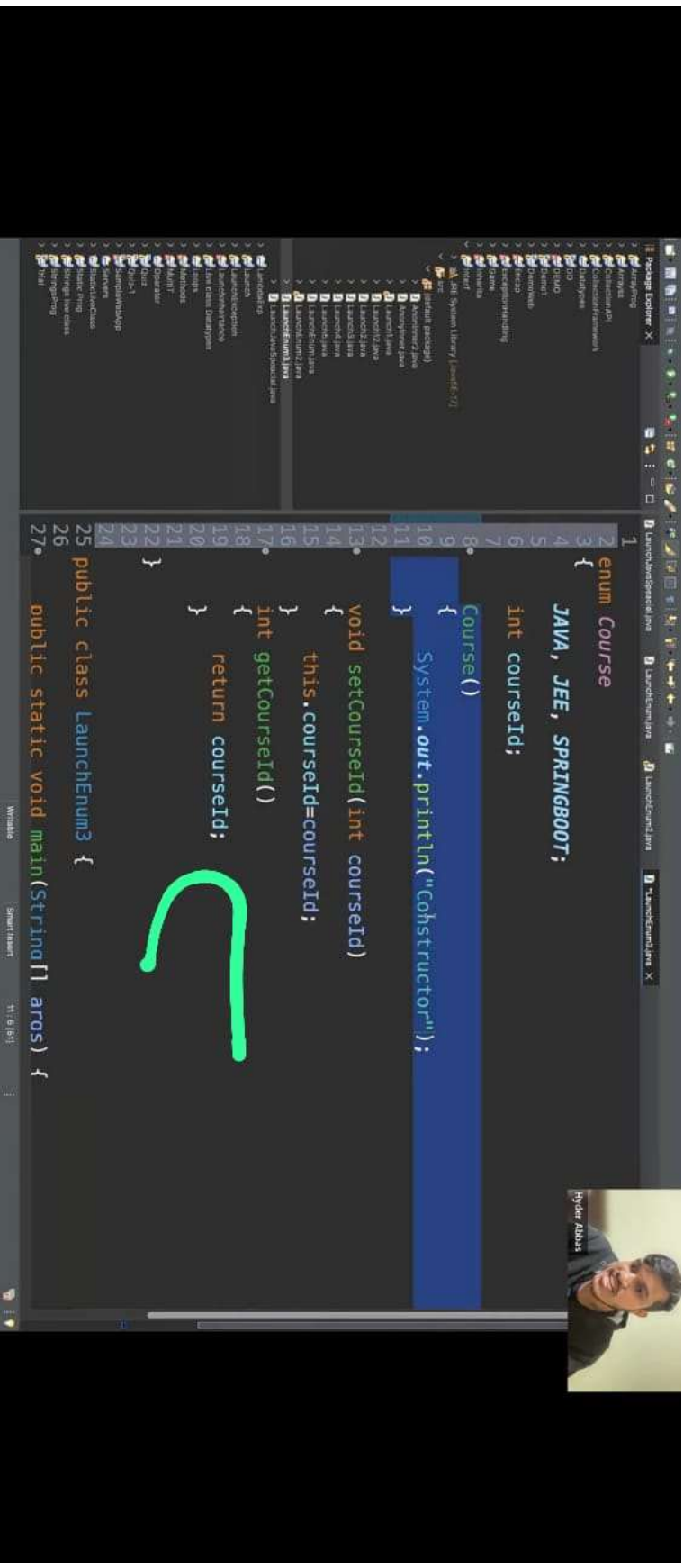
```

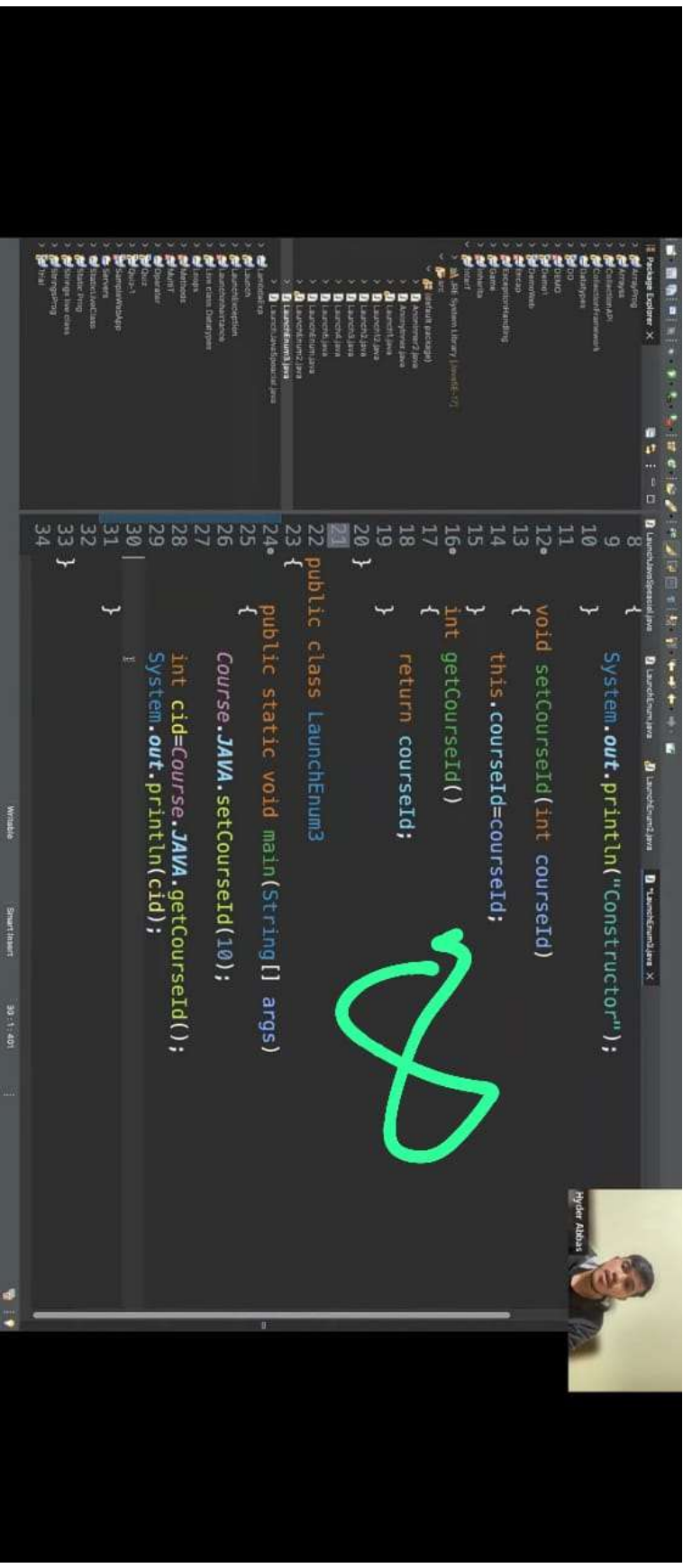
❏ Console X
classmate: C:\coding\Java Application\Applications\de
Constructor is called
Constructor is called
Constructor is called
PASS

```







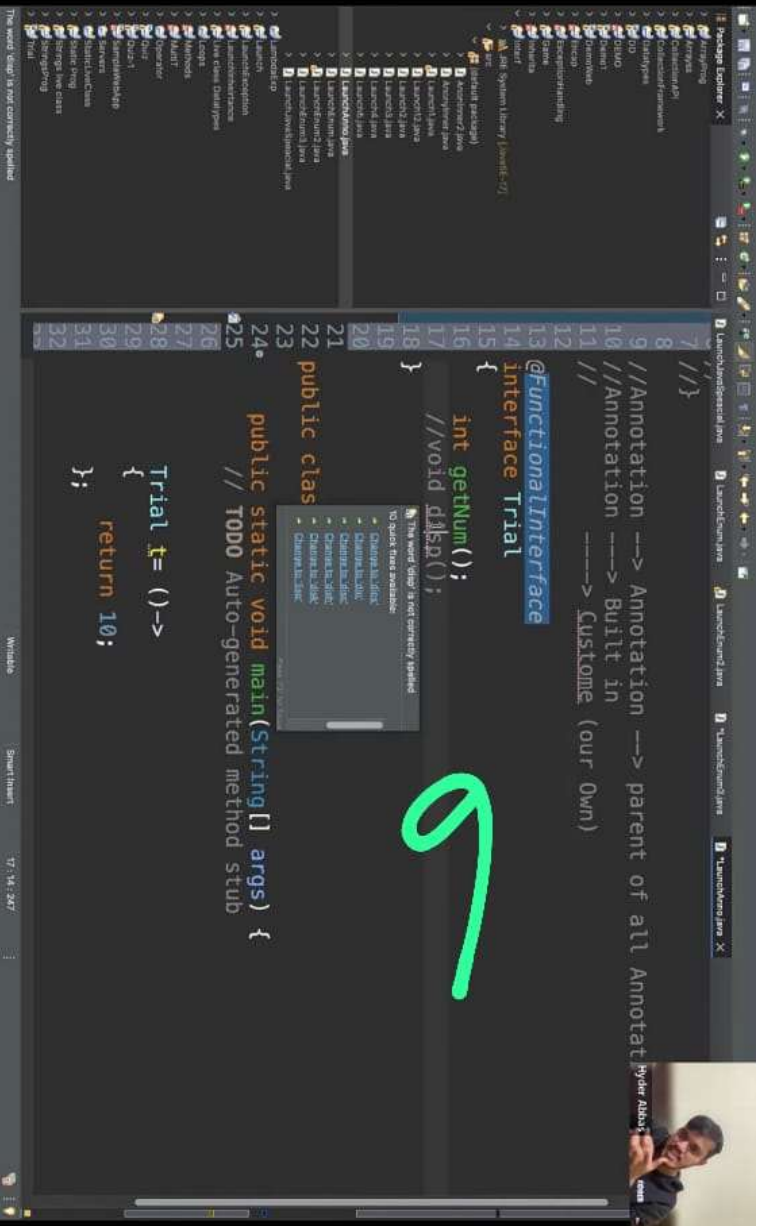




```
7 //}
8
9 //Annotation --> Annotation --> parent of all Annotated
10 //Annotation --> Built in
11 // --> Custom (our Own)
12
13 @FunctionalInterface
14 interface Trial
15 {
16     int getNum();
17     //void disp();
18 }
19
20
21
22 public class
23
24 * public static void main(String[] args) {
25     // TODO Auto-generated method stub
26
27
28     Trial t= ()->
29     {
30         return 10;
31     };
32 }
```



6



7:07 AM

```
16  int getNum();
17  //void disp();
18
19
20  class Javalearning
21  {
22      public void disp1()
23      {
24          System.out.println("Parent disp");
25      }
26  }
27
28  class Focus extends Javalearning
29  {
30      @Override
31      public void disp1()
32      {
33          System.out.println("Focus is key");
34      }
35  }
36
37
38
39  public class Launchanno {
40
41      public static void main(String[] args) {
42          // tnnn Auto-generated method stub
43      }
44  }
```

10

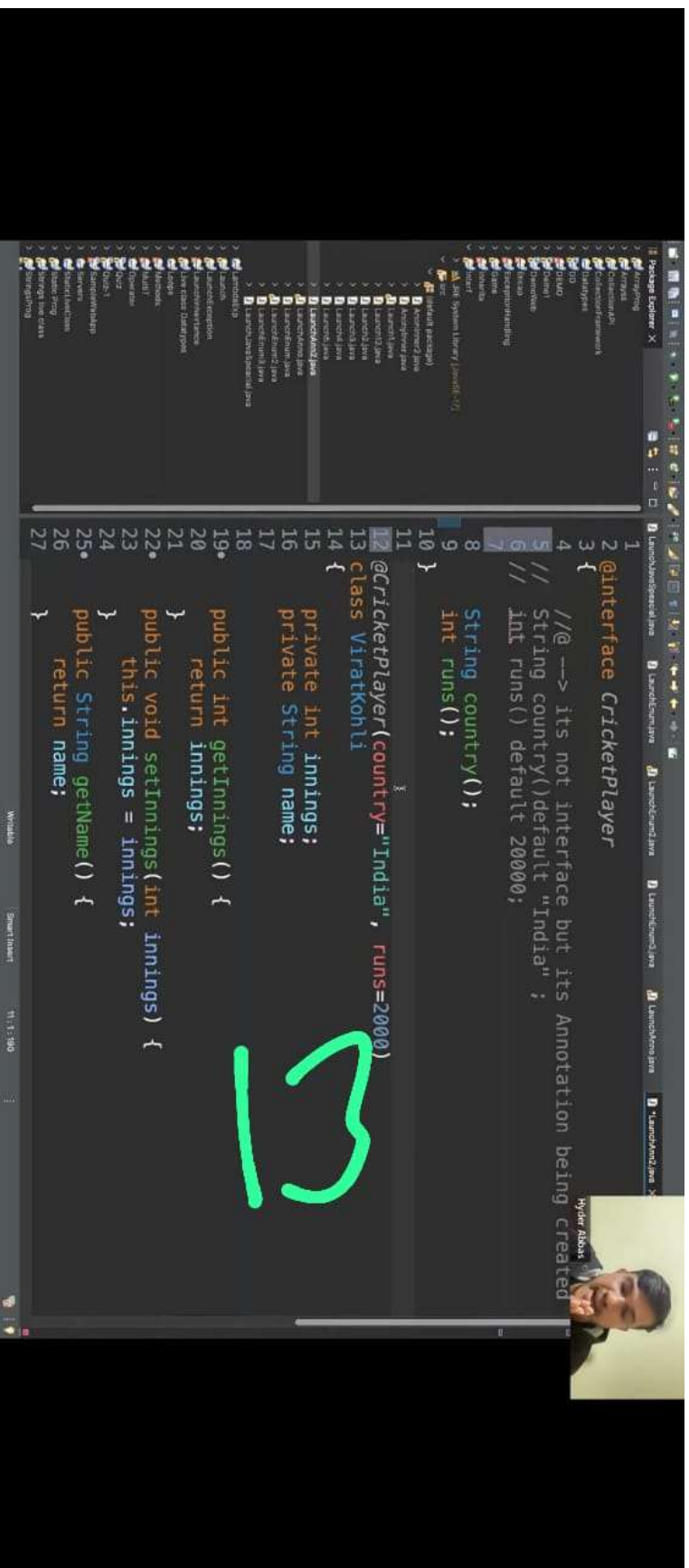


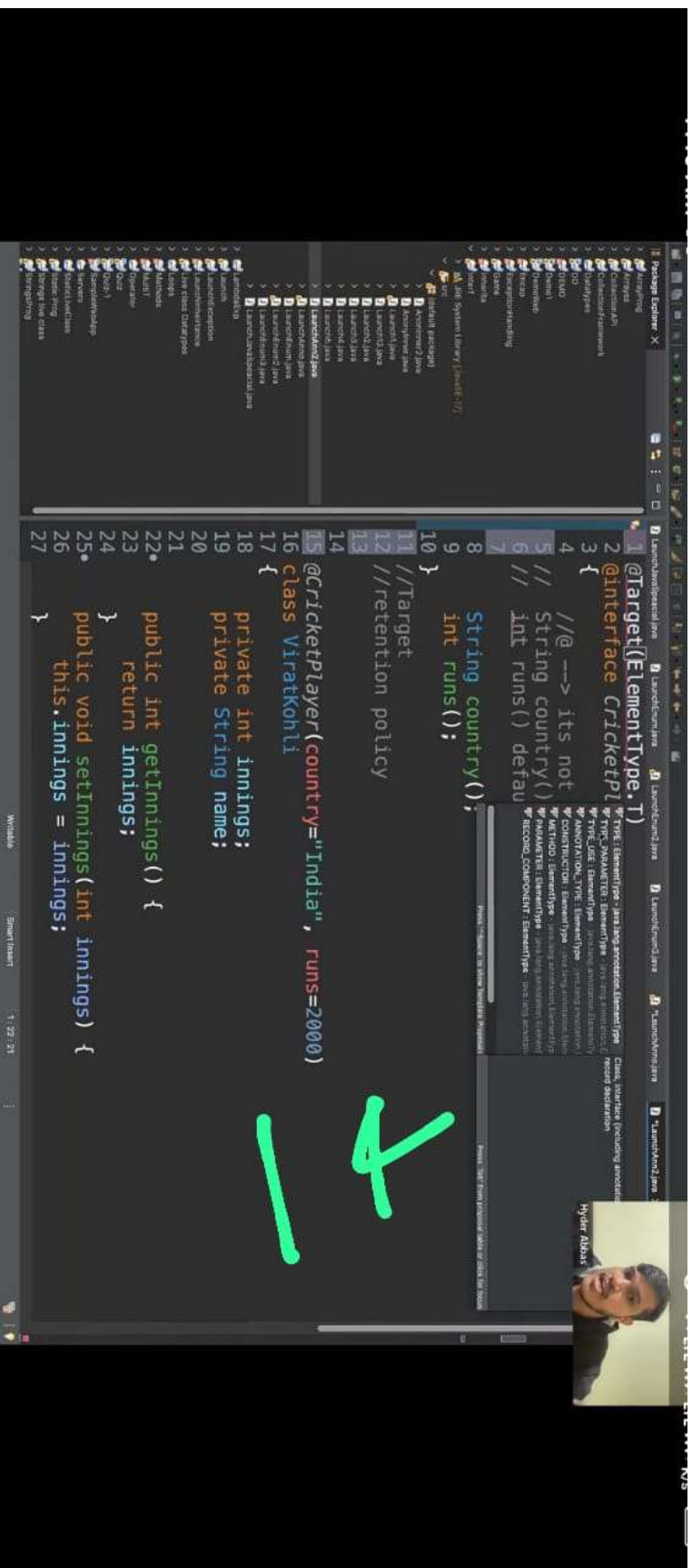


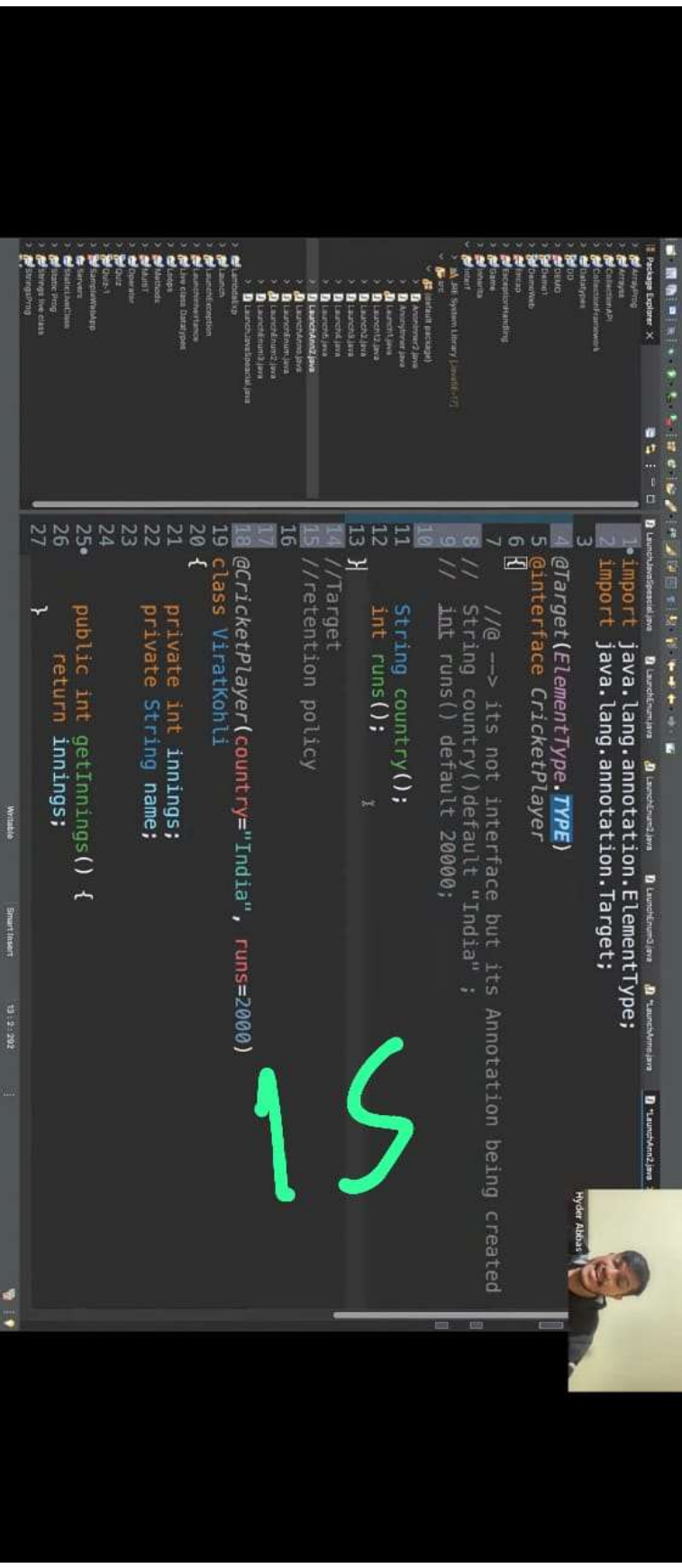
IDE screenshot showing Java code for a CricketPlayer interface and a ViratKohli class. A large green '21' is overlaid on the code.

```
1 @interface CricketPlayer
2 {
3     // @ --> its not interface but its Annotation being created
4     String country();
5     int runs();
6 }
7
8 class ViratKohli
9 {
10     private int innings;
11     private String name;
12     public int getInnings() {
13         return innings;
14     }
15     public void setInnings(int innings) {
16         this.innings = innings;
17     }
18     public String getName() {
19         return name;
20     }
21     public void setName(String name) {
22         this.name = name;
23     }
24 }
25
26
27
```

Hyder Abbas









Hyder Abbas

```
32 }
33* public void setInnings(int innings) {
34     this.innings = innings;
35 }
36* public String getName() {
37     return name;
38 }
39* public void setName(String name) {
40     this.name = name;
41 }
42
43 }
44* public class LaunchAnn2 {
45
46*     public static void main(String[] args) {
47
48         ViratKohli vk=new ViratKohli();
49         vk.setInnings(300);
50         vk.setName("VK");
51
52         System.out.println(vk.getInnings());
53         System.out.println(vk.getName());
54     }
55 }
56
57 }
58 }
```

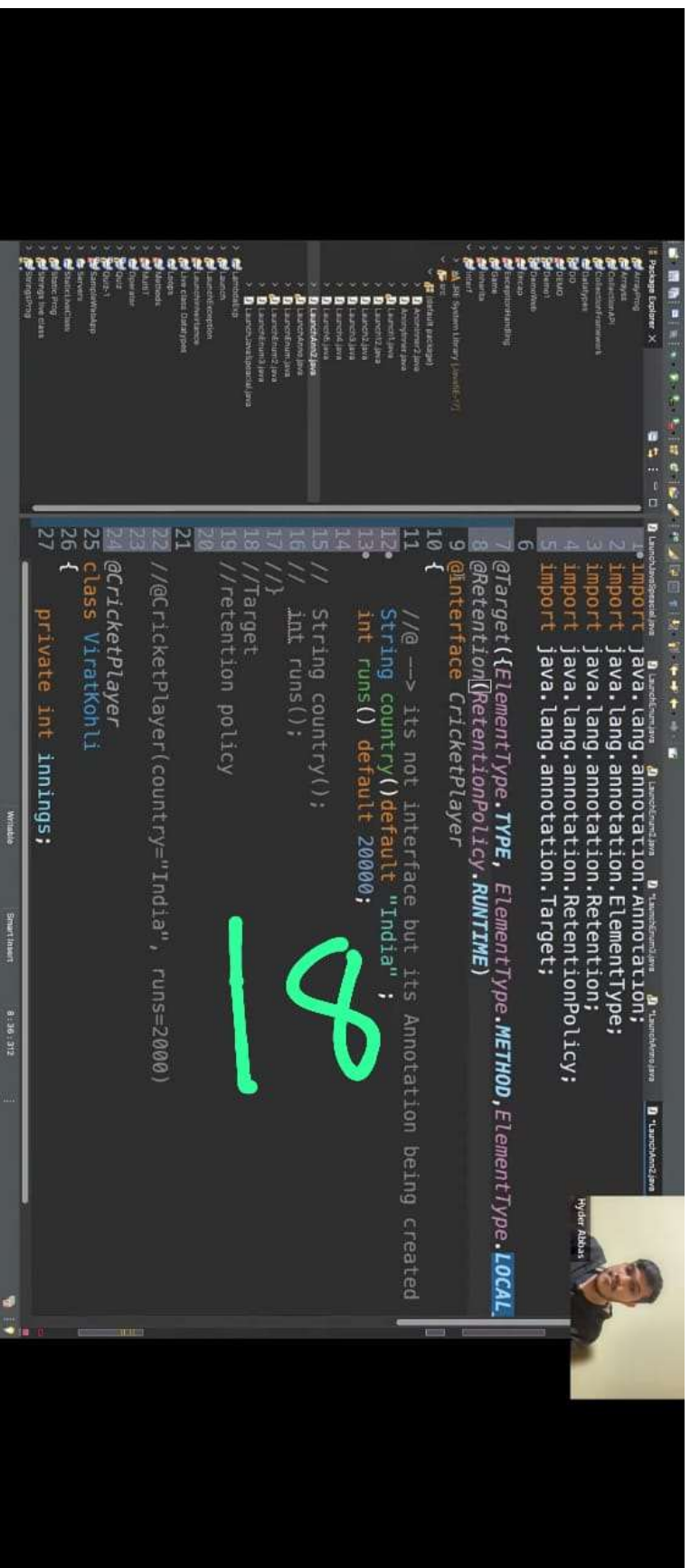
16



IDE screenshot showing Java code for a CricketPlayer class and its launch method. The code is written in a dark-themed editor with a file explorer on the left and a video feed of a person in the bottom right corner.

```
41     this.name = name;
42 }
43
44 }
45 public class LaunchAm2 {
46
47     public static void main(String[] args) {
48
49         ViratKohli vk=new ViratKohli();
50         vk.setInnings(300);
51         vk.setName("VK");
52
53         System.out.println(vk.getInnings());
54         System.out.println(vk.getName());
55     }
56 }
57
58 class C= vk.getClass();
59 Annotation an=c.getAnnotation(CricketPlayer.class);
60 CricketPlayer cp=(CricketPlayer) an;
61 int run=cp.runs();
62 System.out.println(run);
63 String cn=cp.country();
64 System.out.println(cn);
65 }
66 }
67 }
```

Video feed: Hyder Abbas



IDE screenshot showing Java code for a CricketPlayer class and a LaunchApp2 class. A large green number '19' is overlaid on the code.

```
//CricketPlayer.java
20 //CricketPlayer
21
22 //CricketPlayer (country="India", runs=2000)
23
24 @CricketPlayer
25 class ViratKohli
26 {
27     private int innings;
28     private String name;
29
30     @CricketPlayer
31     public int getInnings() {
32         return innings;
33     }
34     public void setInnings(int innings) {
35         this.innings = innings;
36     }
37     public String getName() {
38         return name;
39     }
40     public void setName(String name) {
41         this.name = name;
42     }
43 }
44
45 public class LaunchApp2 {
```

Hyder Abbas