



Abstract classes

Agenda

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Abstract Classes

Any class that contains one or more abstract methods **must** also be declared abstract

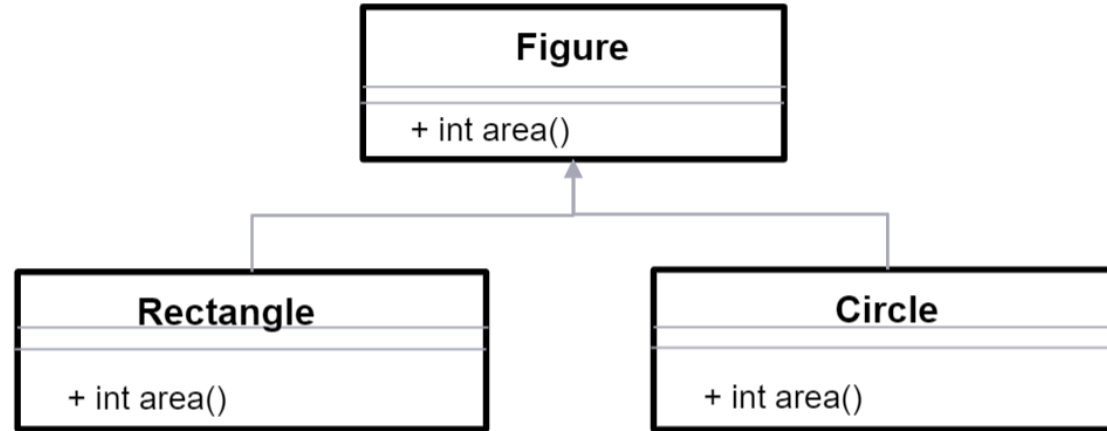
- It is perfectly acceptable for an abstract class to implement a concrete method
- You cannot create objects of an abstract class
- That is, an abstract class cannot be instantiated with the new keyword
- Any subclass of an abstract class must *either implement all of the abstract methods in the superclass, or be itself declared abstract.*

Abstract Classes (Contd.).

- The importance of abstract classes:
- They define a generalized form **that will be shared by all of its subclasses**, so that **each subclass can provide specific implementations** of such methods.
 - Create a superclass that only defines a generalized form that will be shared by all of its subclasses
 - leaving it to each subclass to provide for its own specific implementations
 - Such a class determines the nature of the methods that the subclasses ***must implement***

Abstract Classes

- Let us see the below example of Figure class extended by Rectangle and Circle.



- In the above example `area()` for **Figure** class is more generic, so we cannot define it. It is meaningless (did u got it ?)
- At **Rectangle** or **Circle** we can give the formula for area.

Abstract Classes (Contd.).

- **abstract method** – It's a method declaration with no definition
- Abstract method in a superclass has to be overridden by all its subclasses.
 - A normal subclass must override all abstract methods available in Parent class.
 - Or, the subclass must be declared as abstract.

Abstract Classes (Contd.).

- To use an abstract method, use this general form: **abstract type name(parameter-list);**
- Abstract methods do not have a body
- area method of Figure class made abstract as follows:

```
public abstract int area();
```

```
// notice the ; in above line
```


Revised Figure Class – using abstract

- There is no meaningful concept of `area()` for an undefined two-dimensional geometrical abstraction such as a `Figure`
- The following version of the program declares `area()` as abstract inside class `Figure`.
- This implies that class `Figure` be declared abstract, and all subclasses derived from class `Figure` must override `area()`.

Improved Version of the Figure Class Hierarchy

```
abstract class Figure{  
    double dimension1;  
    double dimension2;  
    Figure(double x, double y) {  
        dimension1 = x;  
        dimension2 = y;  
    }  
    abstract double area();  
}
```

Improved Version of the Figure Class Hierarchy (Contd.).

```
class Rectangle extends Figure{
    Rectangle(double x, double y){
        super(x,y);    }

    double area(){
        System.out.print("Area of rectangle is :");
        return dimension1 * dimension2;
    }
}

class Triangle extends Figure{
    Triangle(double x, double y){    super(x,y);    }
    double area(){
        System.out.print("Area for triangle is :");
        return dimension1 * dimension2 / 2;
    }
}
```

Improved Version of the Figure Class Hierarchy (Contd.).

```
class FindArea{
    public static void main(String args[]){
        Figure fig;
        Rectangle r = new Rectangle(9,5);
        Triangle t  = new Triangle(10,8);
        fig = r;
        System.out.println("Area of rectangle is :" + fig.area());
        fig = t;
        System.out.println("Area of triangle is :" + fig.area());
    }
}
```

Quiz

What will be the output for the below code ?

```
class Gbase{  
public abstract void testBase();  
}  
  
public class Sample extends GBase{  
    public static void main() {  
        Sample ob = new Sample();  
        ob.testBase();  
    }  
}
```

Quiz(Contd.).

What will be the output for the below code ?

```
class abstract GBase{
public void testBase(){
System.out.println("Hello World");
}
}

public class Sample extends GBase{
    public static void main() {
        GBase ob = new GBase();
        ob.testBase();
    }
}
```





Thank You

