

1_26-06-2022

Sunday, 26 June 2022 8:03 PM

oops overview

- class
- objects
- Encapsulation
- Data abstraction
- Polymorphism
- Inheritance

Apart from these concepts, we will be using some other concepts in object oriented design —

- coupling
- cohesion
- Aggregation
- Composition
- Association

oops — object oriented programming system.

↳ oops provides us concepts which we

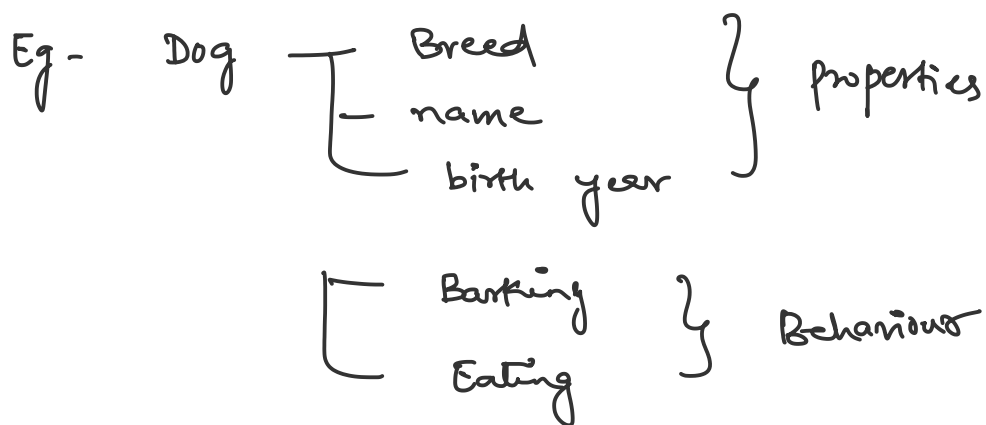
will be using to design programs
using classes and object.

Object



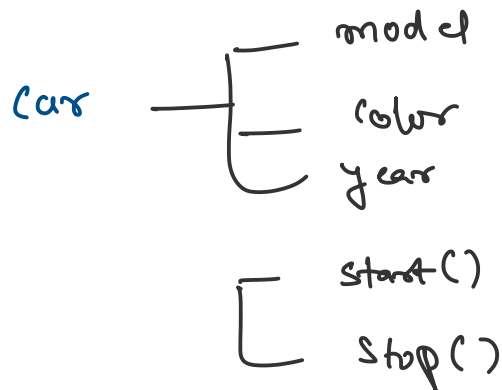
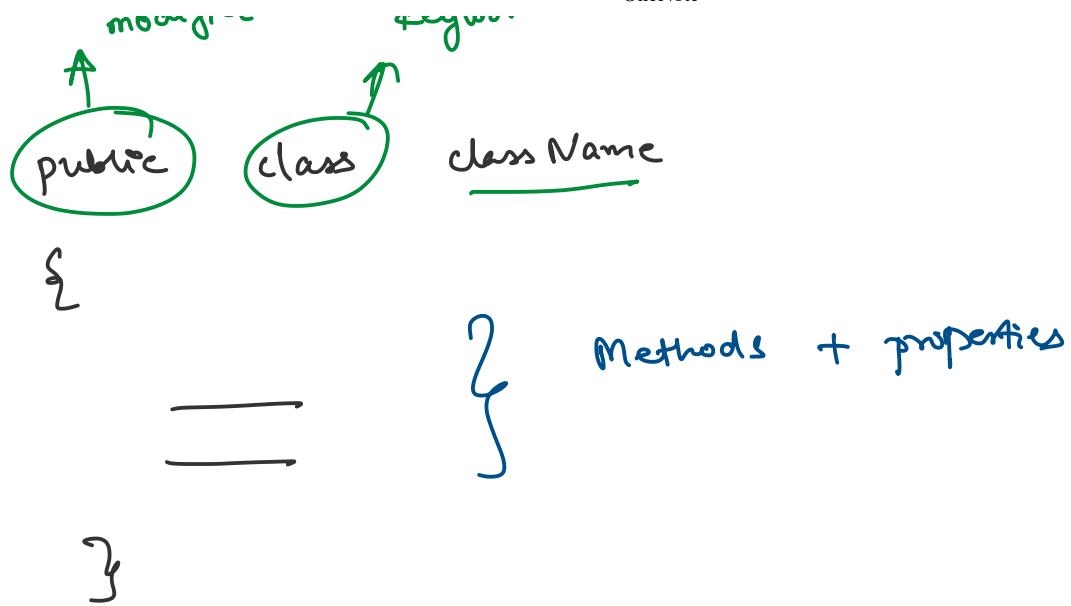
Any entity in the real world having its
properties and state.

It is also known as instance of the
class.



Class

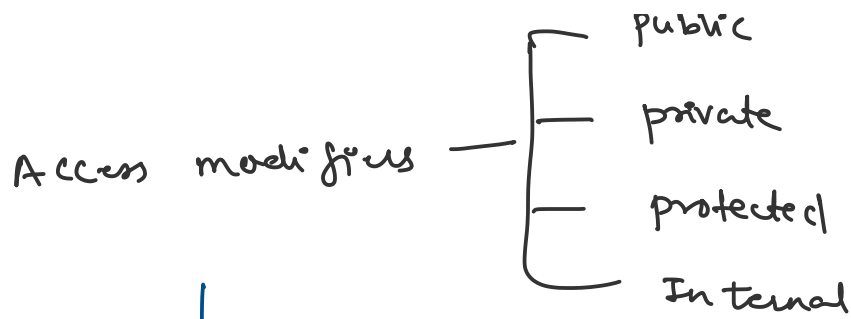
↳ Template or blueprint to create object.



Coupling



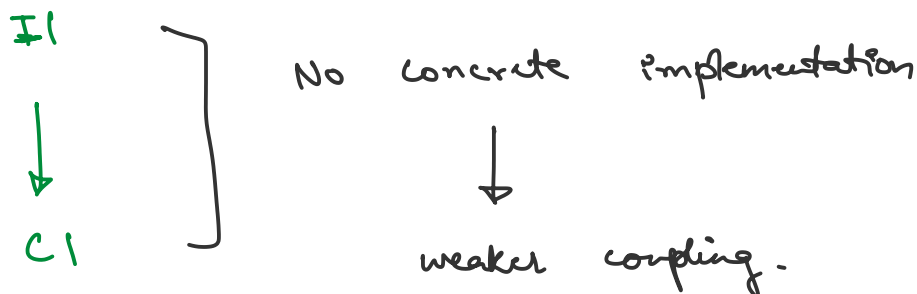
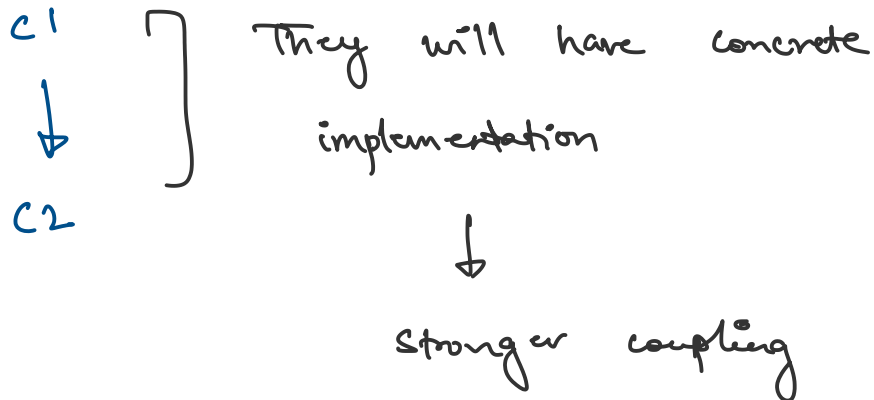
when one class has information of the another class then we call it as strong coupling.



↓

This provides visibility levels
for class / methods / properties

Interfaces provides weaker coupling.



Cohesion

weakly cohesive will split the task into separate parts.

Java.util.io → strongly cohesive class

Java.util.lang → weaker cohesive class.

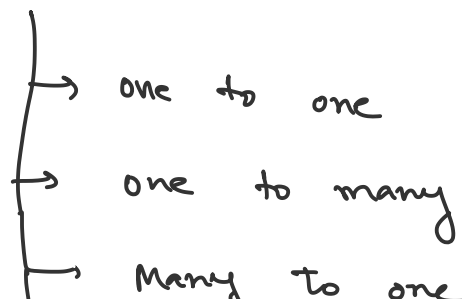
Association

↳ Relationship between two classes —

how two classes are associated with each other.



Association



↳ many to many

Eg- PM of a country

↳ one to one

one PM having many ministers
under him

↳ one to many

many MPs having one PM

↳ many to one

many ministers can have many
departments

↳ many to many.

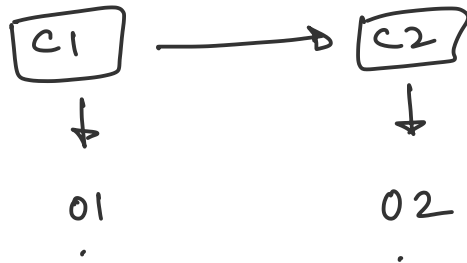
Two flows for association

↳ unidirection

↳ Bidirection

Aggregation (Weak association)

↳ It is a way to achieve association.



Aggregation means when an object contains another one as part of itself.

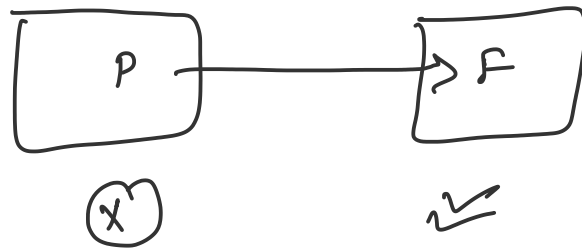
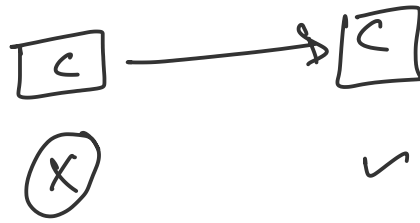
[has-a relationship
 [is-a relationship

Composition

↳ It is also a way to implement association.

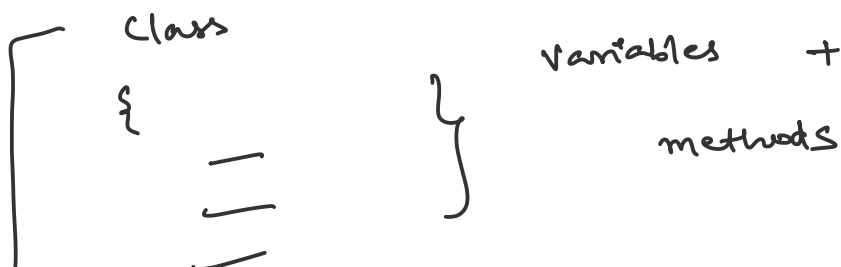
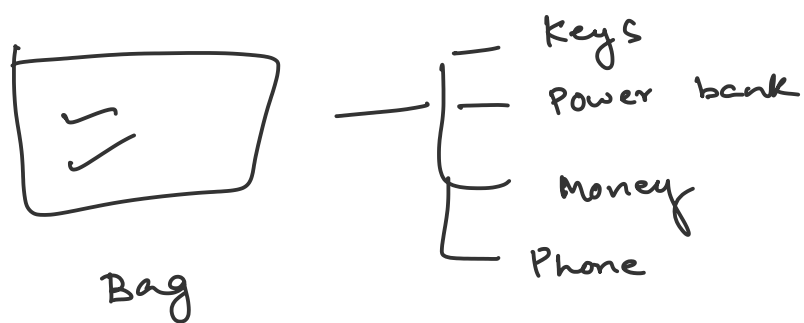
↳ strong association

↳ Here we have strong relationship between containing object and dependent object.



Encapsulation

↳ wrapping up of data into single unit.



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Inheritance

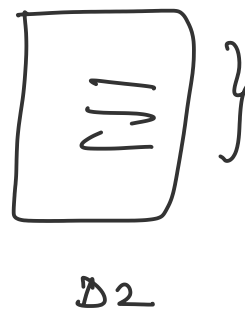
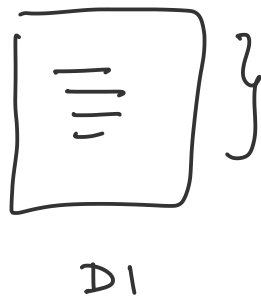
parent class / super class / base class



child class / sub class / derived class

This is a mechanism where one object acquires properties and behaviour of another object.

This is used for reusability.



abc
↓
xyz



abc
↓



D1



D2

xyz

when we inherit parent class then we reuse the methods and fields of the parent class.

Moreover you can add new fields and methods to your class.

we use "extends" keyword to perform inheritance.

```
class A
```

```
{
```

```
==
```

```
}
```

```
class B extends A
```

extends ..

```
{
    =
}
```

Subclass inherits all the members from the superclass.

members — { fields
methods
nested classes

constructors — { Default
Parameterized ctr
copy ctr
Private ctr

↓

are not members

constructors are not inherited by the sub-classes, but it can be invoked.

Super class

```
{
    ctor()
    {
        =
    }

    = print()
```

subclass

```
{
    ctor()
    {
        ↳ super. ()
        print()
    }
}
```

For methods with similar names—

super.method();

For variable with similar names—

super.variable;

Invoking super class constructor -

```
super (    );  
  ↑  
Parameters
```

Types of inheritance

- single inheritance
- Multi level inheritance
- ↳ Hierarchical inheritance
- ↳ Multiple inheritance
- ↳ Hybrid inheritance

Single inheritance



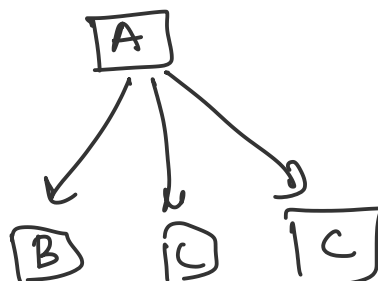
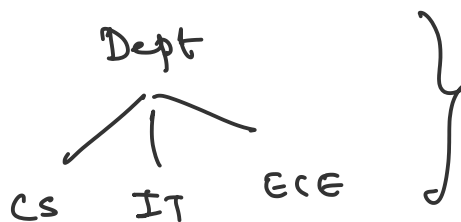
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Multi level inheritance

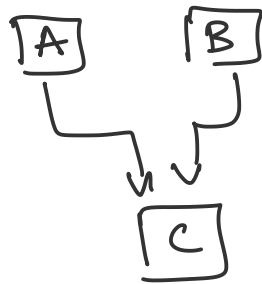


More than one
levels are there

Hierarchical inheritance

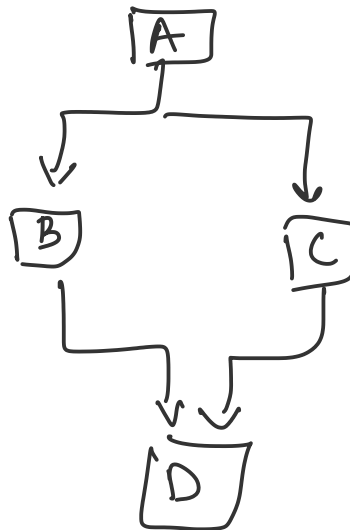


Multiple inheritance



Java does not support multiple inheritance.

hybrid



Java does not support hybrid inheritance

