

# CSE216 – Programming Abstractions

## Recitation 2

### Section 1:

Go through the online article that discusses Memory Layout of C Programs.

<https://www.geeksforgeeks.org/memory-layout-of-c-program/>

Submit the programs you wrote and their output on blackboard.

For more information about how to understand stack and heap memory usage, follow the online article available at:

<https://medium.freecodecamp.org/understand-your-programs-memory-92431fa8c6b>

### Section 2:

Download the [CSE216Rec.zip](#) project on your computer and open with NetBeans. We will learn about polymorphism in Java through various demos.

#### Polymorphism:

The word ‘polymorphism’ literally means ‘a state of having many shapes’ or ‘the capacity to take on different forms’. When applied to object oriented programming languages like Java, it describes a language’s ability to process objects of various types and classes through a single, uniform interface.

**Demo:** PolymorphismDemo.java

Polymorphism in Java has two types: Compile time polymorphism (static binding) and Runtime polymorphism (dynamic binding).

Method overloading is an example of static polymorphism.

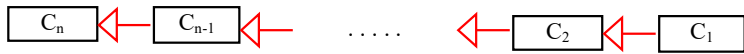
**Demo:** DisplayOverloading.java

Method overriding is an example of dynamic polymorphism.

**Demo:** OverridingDemo.java

Dynamic binding: Suppose an object  $o$  is an instance of classes  $C_1, C_2, \dots, C_{n-1}$ , and  $C_n$

- $C_1$  is a subclass of  $C_2$ ,  $C_2$  is a subclass of  $C_3$ , ..., and  $C_{n-1}$  is a subclass of  $C_n$
- $C_n$  is the most general class, and  $C_1$  is the most specific class
- If  $o$  invokes a method  $p$ , the JVM searches the implementation for the method  $p$  in  $C_1, C_2, \dots, C_{n-1}$  and  $C_n$ , in this order, until it is found, the search stops and the first-found implementation is invoked.



Since o is an instance of  $C_1$ , o is also an instance of  $C_2, C_3, \dots, C_{n-1}$ , and  $C_n$

**Demo:** DynamicBinding.java

Generic programming: Java Generic methods and generic classes enable programmers to specify, with a single method declaration, a set of related methods, or with a single class declaration, a set of related types, respectively.

**Demos:** GenericMethodTest.java

BoundedTypes.java

GenericBox.java