

# JAVA

# PACKAGES



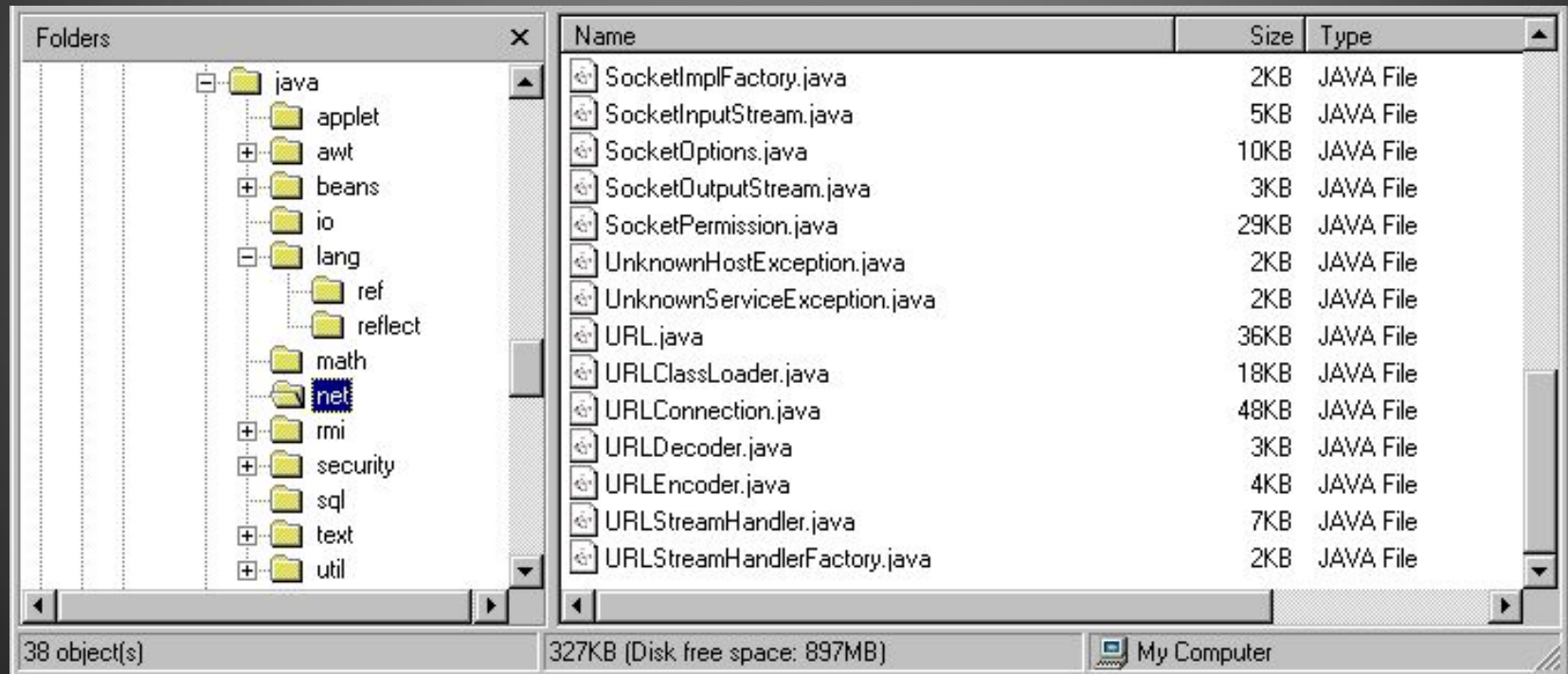
# Packages

- Package is a container for classes
- A package is a grouping of related types (classes and interfaces) providing *access protection* and *name space* management.
- In simple words, packages is the way we organize files into different directories according to their functionality, usability as well as category they should belong to.



# Packages

The JDK package from SUN: `java.net`



# Why do we need Packages?

- One can easily determine that these types are related.
- One knows where to find types that can provide task-related functions.
- The names of your types won't conflict with the type names in other packages because the package creates a new namespace.
- One can allow types within the package to have unrestricted access to one another yet still restrict access for types outside the package.



# Java files for graphics

```
//in the Shape.java file
public abstract class Shape {
    . . .
}
//in the Circle.java file
public class Circle extends Shape {
    . . .
}
//in the Rectangle.java file
public class Rectangle extends Shape {
    . . .
}
```



# Package graphics: 1st step

- Choose a name for the package (`graphics`, for example) and put a package statement with that name at the top of every source file that contains the classes that you want to include in the package.

- In the `Shape.java` file:

```
package graphics;  
public abstract class Shape {  
    . . .  
}
```

...

- In the `Rectangle.java` file:

```
package graphics;  
public class Rectangle extends Shape  
{  
    . . .  
}
```



# Package graphics: 2nd step

Put the source files in a directory whose name (graphics, for example) reflects the name of the package to which the type belongs:

...\**graphics**\Shape.java

...\**graphics**\Circle.java

...\**graphics**\Rectangle.java

...\**graphics**\Cylinder.java

etc.



# Package Name & Package Folder

1) A company uses its reversed Internet domain name for its package names. The ABC company, whose Internet domain name is

**ABC.com**, would precede all its package names with **com.ABC**

**package com.ABC.graphics;**

2) Each component of the package name corresponds to a subdirectory. So, if the ABC company had a **com.ABC.graphics** package that contained a Shape.java source file, it would be contained in a series of subdirectories like this:

**....\com\ABC\graphics\Shape.java**

**....\com\ABC\graphics\Circle.java**

**...**





# How to use packages

1. Referring to a package member by its qualified name:

```
graphics.Circle myCircle = new graphics.Circle();
```

2. Importing a package member:

```
import graphics.Circle;
```

```
...
```

```
Circle myCircle = new Circle();
```

```
graphics.Rectangle myR = new graphics.Rectangle();
```

3. Importing an entire package:

```
import graphics.*;
```

```
...
```

```
Circle myCircle = new Circle();
```

```
Rectangle myRectangle = new Rectangle();
```



# Access to members of the classes

	private	(default)	protected	public
The same class	Yes	Yes	Yes	Yes
Subclass in the package	No	Yes	Yes	Yes
Non-subclass in the package	No	Yes	Yes	Yes
Subclass in another package	No	No	Yes	Yes
Non-subclass in another package	No	No	No	Yes

Java packages can be stored in compressed files called JAR files, allowing classes to download faster as a group rather than one at a time.



# Access modifier **private**

package p1

class C1

**private** int x

class C3

C1 c1;  
c1.x **cannot** be read  
or modified

package p2

class C2 extends C1

x **cannot** be read or  
modified in C2

class C4

C1 c1;  
c1.x **cannot** be read  
nor modified



# Default access modifier

package p1

class C1

int x

class C3

C1 c1;  
c1.x **can** be read or  
modified

package p2

class C2 extends C1

x **cannot** be read or  
modified in C2

class C4

C1 c1;  
c1.x **cannot** be read  
nor modified



# Access modifier **protected**

package p1

class C1

**protected** int x

class C3

C1 c1;  
c1.x **can** be read or  
modified

package p2

class C2 extends C1

x **can** be read or  
modified in C2

class C4

C1 c1;  
c1.x **cannot** be read  
nor modified



# Access modifier **public**

package p1

class C1

**public** int x

class C3

C1 c1;  
c1.x **can** be read or  
modified

package p2

class C2 extends C1

x **can** be read or  
modified in C2

class C4

C1 c1;  
c1.x **can** be read nor  
modified

