

# Object-Oriented Programming (OOPS) in Java

## 1 Object-Oriented Programming (OOP)

### Definition (WRITE THIS)

Object-Oriented Programming is a paradigm that organizes software around **objects**, where each object represents a **real-world entity** having **state, behavior, and identity**.

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### Key Characteristics

- Program is divided into **objects**
  - Objects interact using **methods**
  - Focus is on **data + behavior**, not just logic
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### Advantages

- Code reusability
  - Modularity
  - Maintainability
  - Scalability
  - Real-world modeling
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### Four Pillars of OOP

1. **Encapsulation**
2. **Inheritance**

### 3. Polymorphism

### 4. Abstraction

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## 2 Class and Object

### Class

- A logical blueprint
  - Defines:
    - Variables (state)
    - Methods (behavior)
    - Constructors
  - `class Student {`
  - `int id;`
  - `String name;`
  - `}`
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### Object

- A runtime instance of a class
  - Occupies memory
  - `Student s = new Student();`
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### Exam Point

One class can create **multiple objects**, but each object has its own state.

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## 3 Encapsulation

### Definition (VERY IMPORTANT)

Encapsulation is the process of **binding data and methods together** and **restricting direct access** to data.

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### How Encapsulation is Achieved

1. Declare variables as `private`
2. Provide access through `public` methods

- `class Account {`
- `private double balance;`
- `•`
- `public double getBalance() {`
- `return balance;`
- `}`
- `}`

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### Benefits

- Data hiding
  - Controlled access
  - Loose coupling
  - Increased security
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### Exam Tip

- ✗ Public variables = **poor encapsulation**
  - ✓ Private variables + getters/setters = **proper encapsulation**
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## 4 Constructors

### Definition

A constructor is a **special member of a class** used to **initialize objects**.

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### Characteristics

- Same name as class
  - No return type
  - Invoked automatically during object creation
  - Can be overloaded
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### Types of Constructors

#### Default Constructor

- Provided by compiler
- Only if **no constructor is defined**

#### No-Argument Constructor

- `public Student() { }`

#### Parameterized Constructor

- `public Student(int id, String name) { }`
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### Constructor Overloading

- Multiple constructors with different parameter lists

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## Important Rules (EXAM FAVORITE)

- Constructors are **not inherited**
  - First statement is `super()` (implicit or explicit)
  - Used only for **initialization**, not business logic
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## 5 Inheritance (IS-A Relationship)

### Definition

Inheritance allows a class to **acquire properties and methods** of another class.

- `class SavingsAccount extends Account { }`
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### Purpose

- Code reuse
  - Logical hierarchy
  - Runtime polymorphism
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### Types of Inheritance in Java

1. Single
2. Multilevel
3. Hierarchical

 Multiple inheritance using classes is **not supported**

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## Important Rules

- Uses `extends` keyword
  - Private members are not inherited
  - Constructors are not inherited
  - `super` refers to parent class object
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## 6 Object Class

### Key Facts (HIGH SCORING)

- Root class of Java
  - Every class implicitly extends `Object`
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### Common Methods

- `toString()`
  - `equals()`
  - `hashCode()`
  - `getClass()`
  - `wait(), notify()`
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### Exam Point

Polymorphism is possible because all objects are treated as `Object` references.

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## 7 Polymorphism

### Definition

Polymorphism means **one method behaving differently in different situations**.

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### Types of Polymorphism

1. **Compile-time Polymorphism**
  2. **Runtime Polymorphism**
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## 8 Method Overloading (Compile-Time Polymorphism)

### Definition

Method overloading allows multiple methods with the **same name but different parameter lists**.

- `void add(int a, int b)`
  - `void add(double a, double b)`
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### Rules

- Parameter list must differ
  - Return type alone is not sufficient
  - Binding occurs at compile time
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### Exam Note

Overloading is resolved using **reference type**.

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## 9 Method Overriding (Runtime Polymorphism)

### Definition

Method overriding occurs when a subclass provides its **own implementation** of a parent class method.

- `@Override`
  - `public void display() { }`
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### Rules

- Same method signature
  - Same or wider access modifier
  - Cannot override `final` or `private` methods
  - Static methods are hidden, not overridden
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### Exam Note

Overriding is resolved using **object type** at runtime.

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## 10 Abstraction

### Definition

Abstraction is the process of **hiding implementation details** and exposing only **essential features**.

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### Achieved Using

1. Abstract classes

## 2. Interfaces

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### 11 Abstract Class

#### Definition

An abstract class is a class that:

- Cannot be instantiated
  - Can contain abstract and concrete methods
  - Can have fields and constructors
  - `abstract class Shape {`
  - `abstract double area();`
  - `}`
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#### Key Points

- Uses `abstract` keyword
  - Supports inheritance
  - Provides partial implementation
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### 12 Abstract Methods

#### Definition

An abstract method is a method declared **without implementation**.

- `abstract void calculateArea();`
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## Rules

- Must be implemented by subclass
  - Cannot be `private`, `static`, or `final`
  - Forces correctness
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## 13 Interfaces

### Definition (WRITE THIS)

An interface is a **pure contract** that specifies **what a class can do**, not how it does it.

- `interface Flyable {`
  - `void fly();`
  - `}`
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### Key Characteristics

- No instance variables
  - Methods are `public abstract` by default
  - Supports multiple inheritance
  - Cannot be instantiated
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### Java 8+ Features

- Default methods
- Static methods
- Private methods (Java 9)

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## 14 Abstract Class vs Interface (VERY IMPORTANT)

Feature	Abstract Class	Interf a c e
Instantiation	✗	✗
State	Yes	No
Constructors	Yes	No
Multiple inheritance	No	Yes
Purpose	IS-A	CAN- D O

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## 15 Why Java Does NOT Support Multiple Inheritance

### Reasons

- Avoids **Diamond Problem**
  - Prevents ambiguity
  - Simplifies JVM design
  - Achieved safely using interfaces
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## FINAL QUICK SUMMARY

- Encapsulation → data hiding
- Inheritance → code reuse
- Polymorphism → flexibility
- Abstraction → complexity reduction
- Overloading → compile time
- Overriding → runtime
- Abstract class → partial blueprint
- Interface → pure contract