

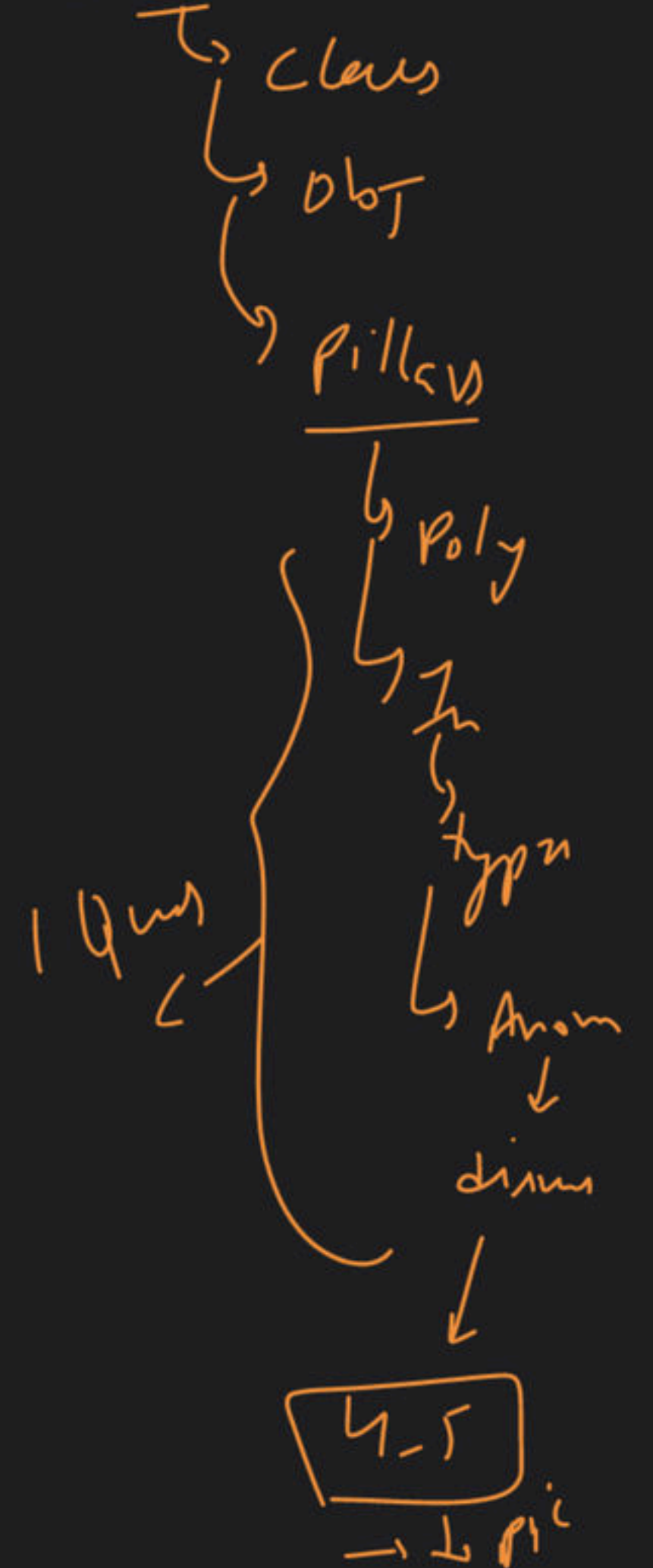
# OOPs Concept - Part II & Doubt Clearing Session

Course on OOPs Basics

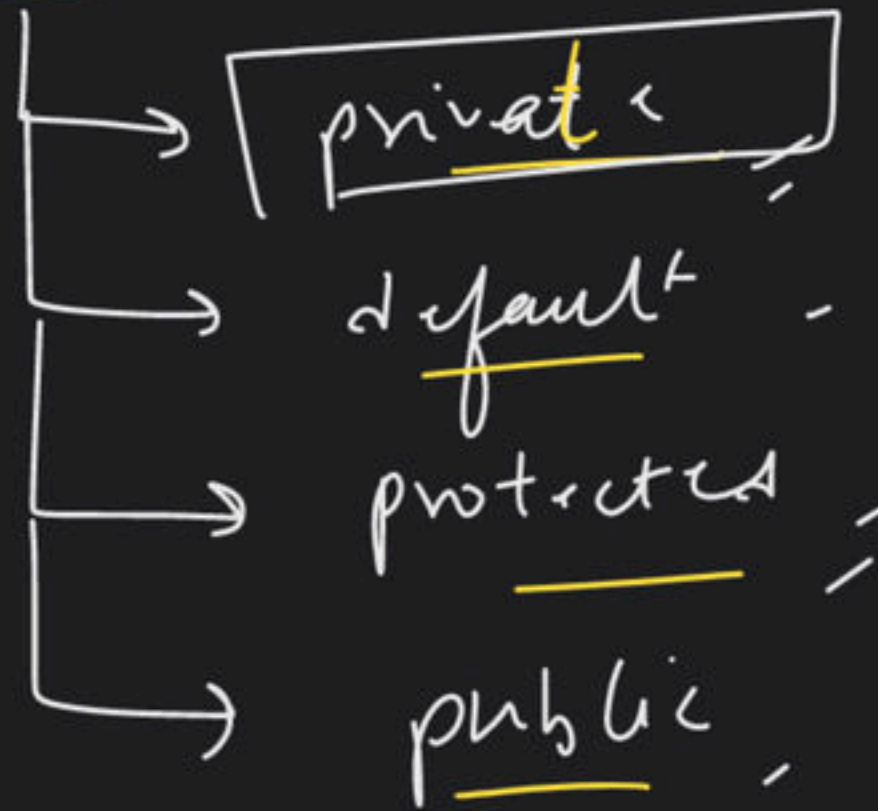
→ OOPS :-  
↑  
Access modifiers

Zoom  
Session

OOPS



→ Access modifiers:-



what - ?



→ private :- [only within class]

Yes or No

class

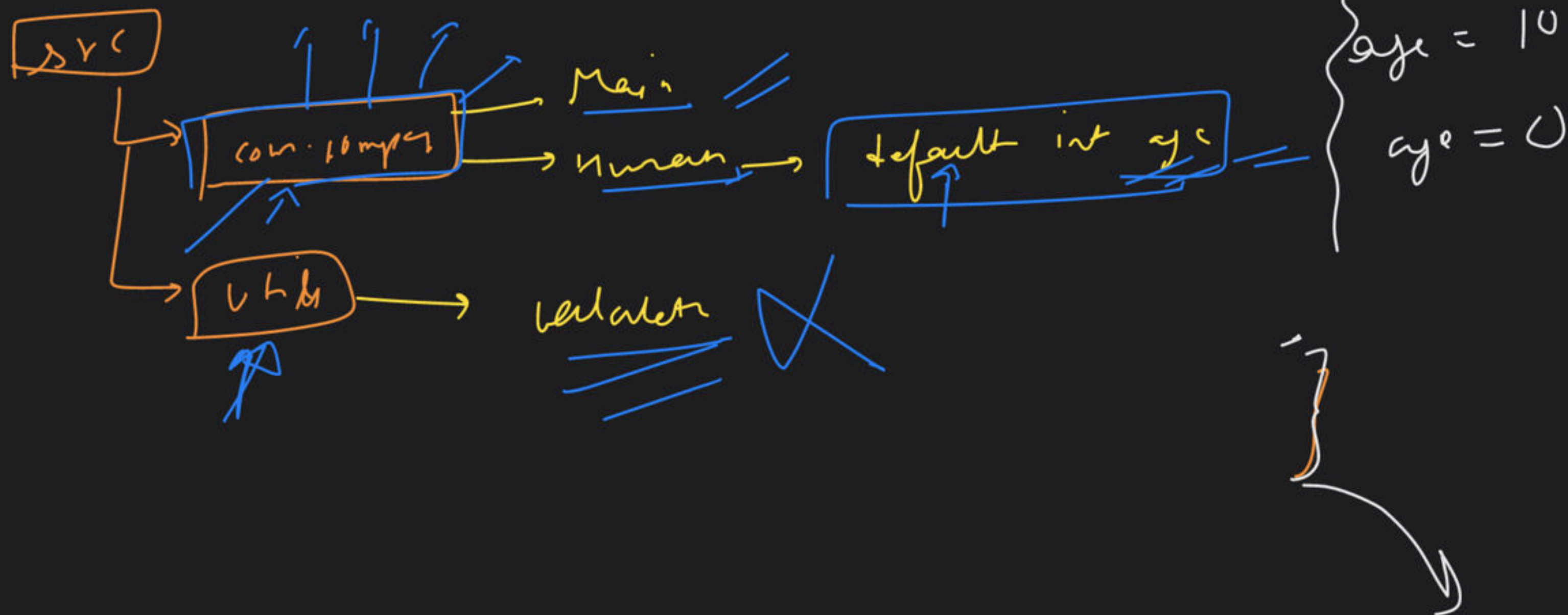
```
{  
    private int  
    age;  
    // or  
    int age;  
}
```

age will  
be less than 100



→ Default! - <sup>access modifier</sup>  
[ access is possible  
only within the  
same package ]

↖ class A  
{ private int age ;



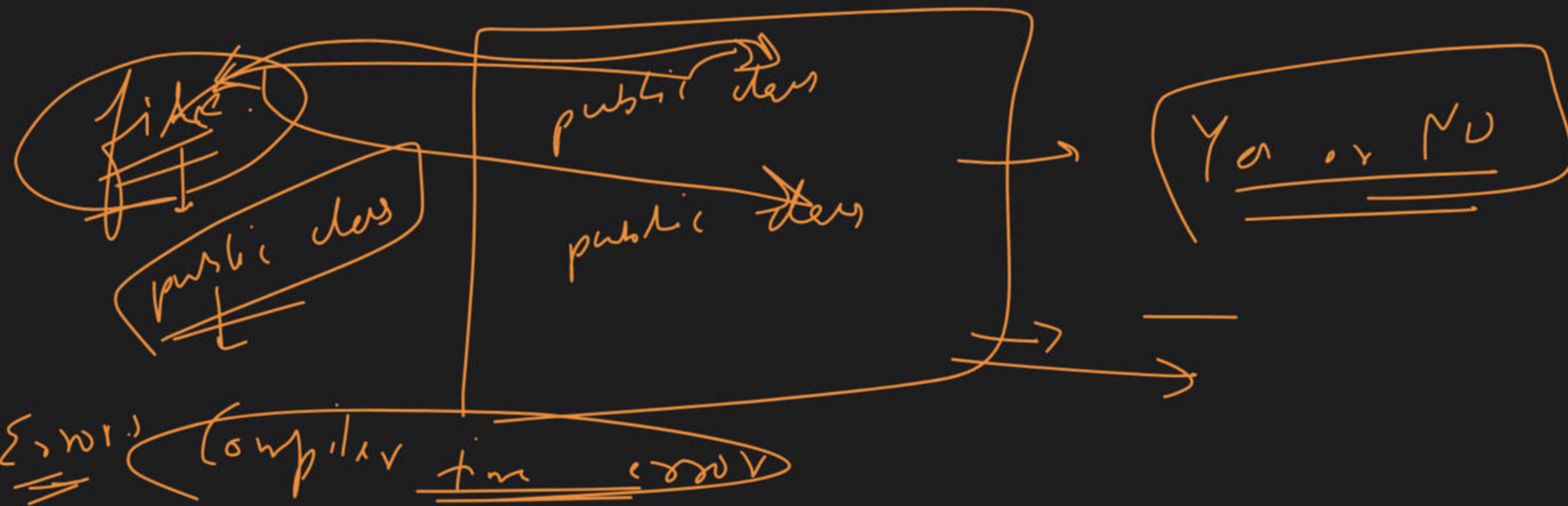
→ public :- access level is within / outside the package

→ protected :- access level is within / outside the package

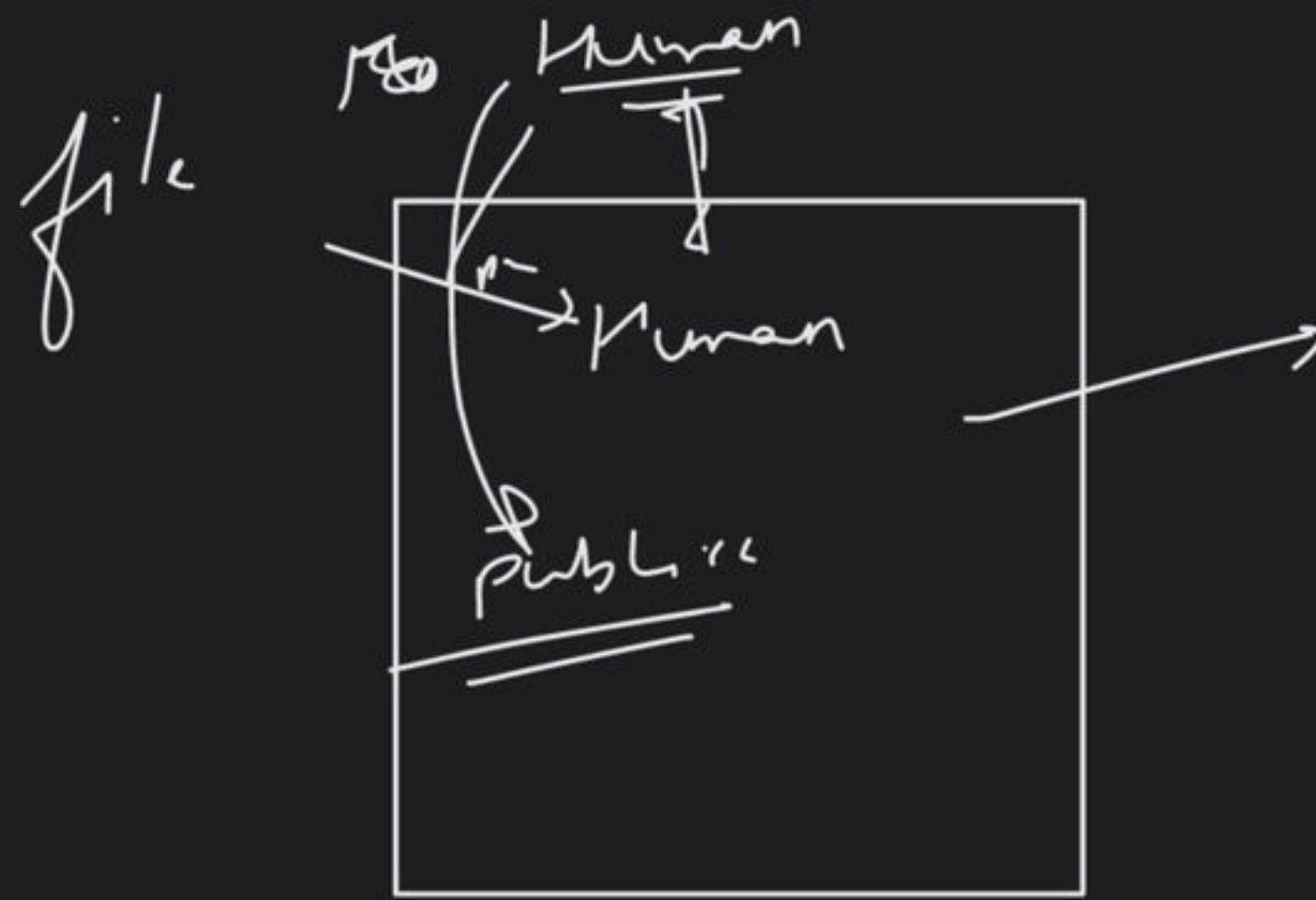
cond →

only through  
child class

private



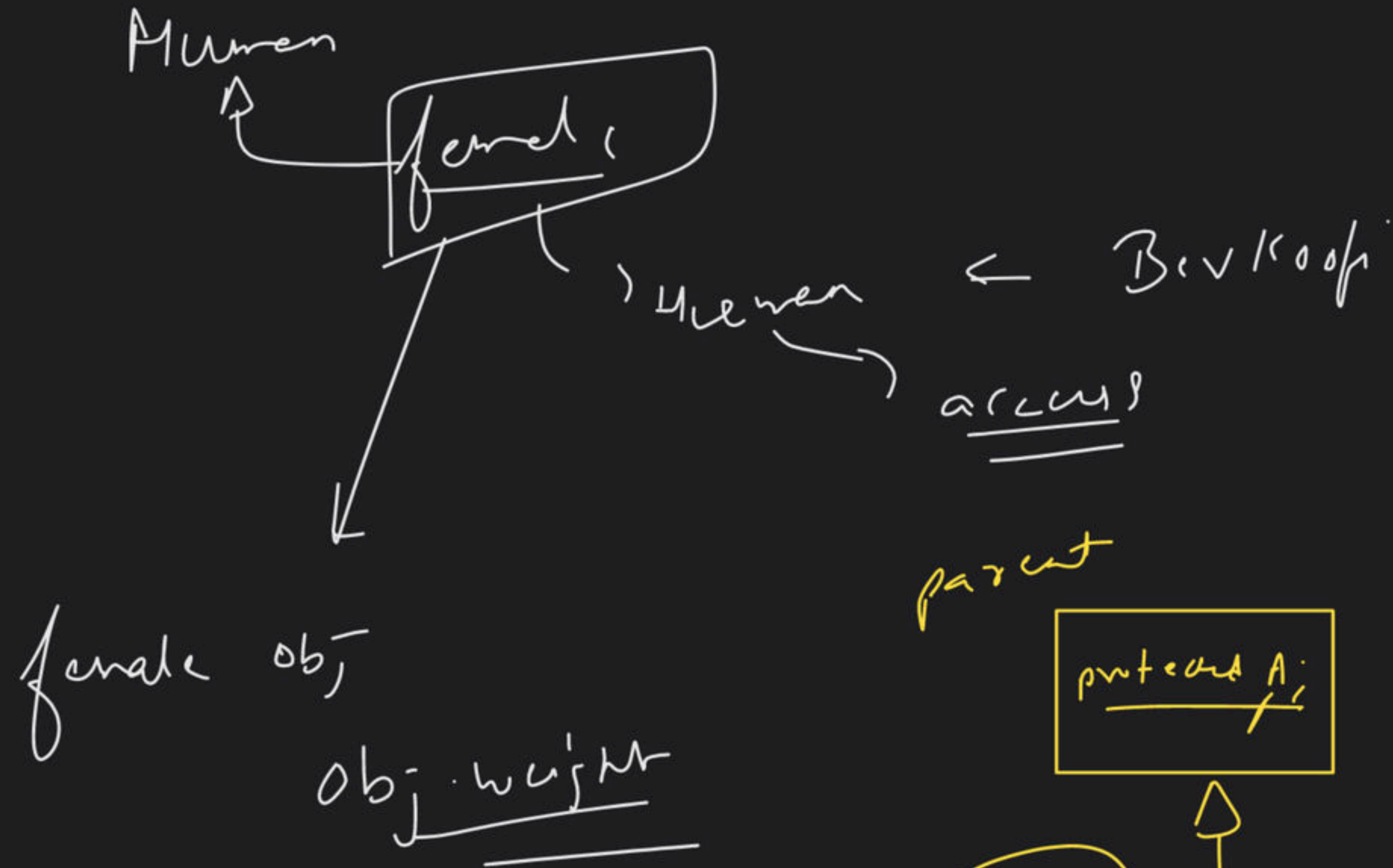
public?



file -> Public classes



→ protected



child data

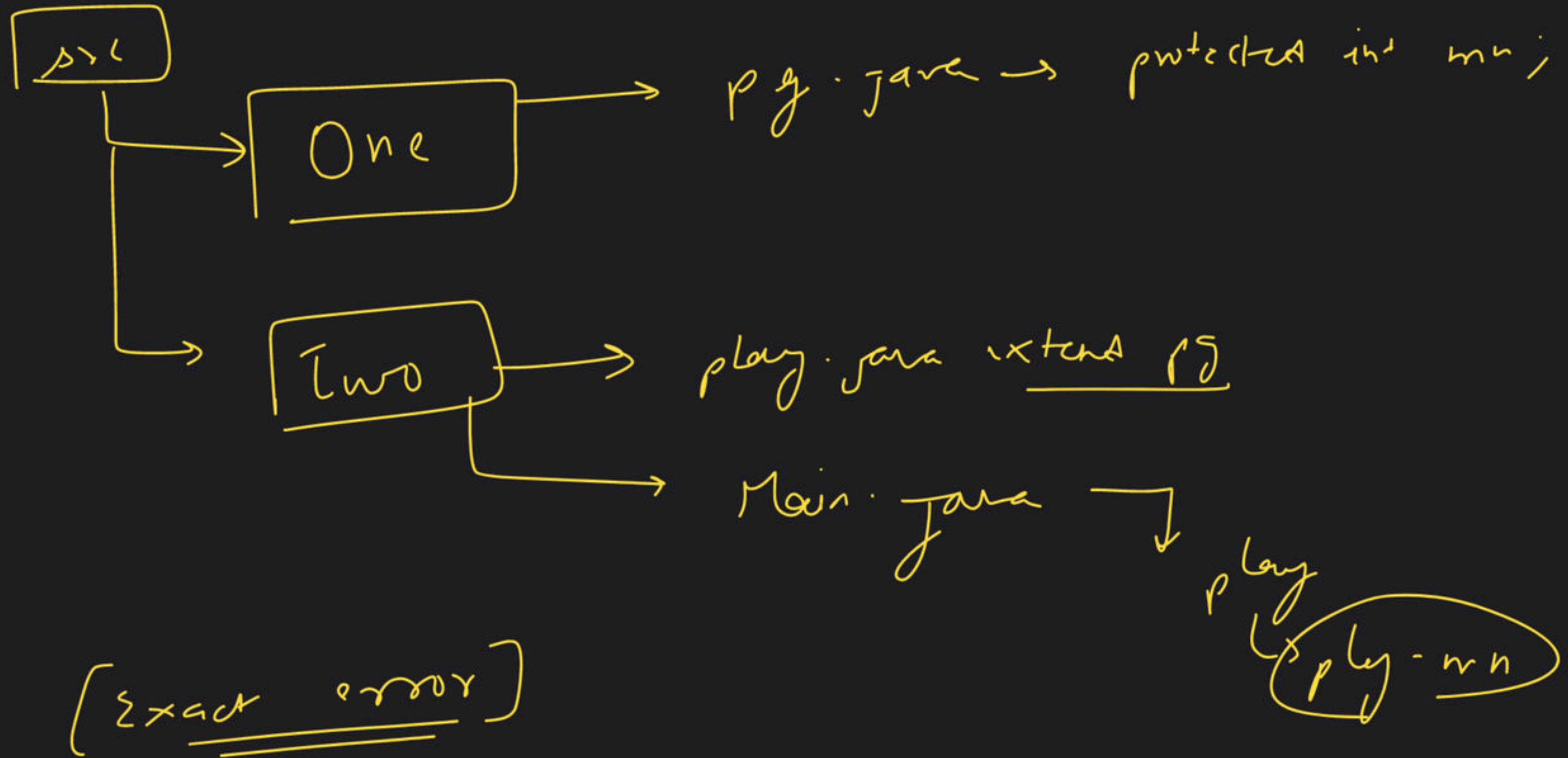
Child  $obj = \text{new Child}()$   
 $obj \rightarrow A_i$

Access indicator	<u>within</u> <u>class</u>	<u>within</u> <u>package</u>	<u>outside package</u> by <u>child class</u> only	<u>outside</u> <u>package</u>
<u>Private</u>	Yes	No	No	No
<u>Default</u>	Yes	Yes	No	No
<u>Protected</u>	Yes	Yes	Yes	No
<u>Public</u>	Yes	Yes	Yes	Yes



16 cases →





Piyush

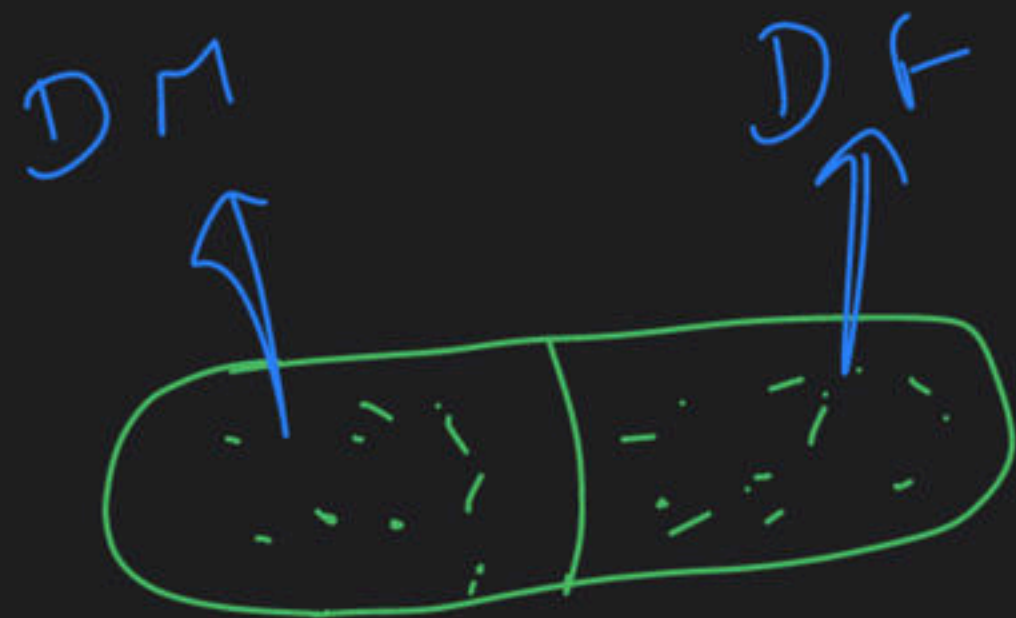
→ Dingo

→ AM - Access Modifiers

→ Encapsulation:-

?

[wrapping up of data  
member / function in a  
single unit]



→ fully encapsulated  
class

[all DM  
private]

ext → annotation

short cut → IDE

→ class Human  
{

private int age;

- private int w;

// getter & setter

- public int getAge()  
{  
return age;  
}

- public void setAge(int v)  
{  
this.age = v;  
}

}



# → Encapsulation

Adv:-

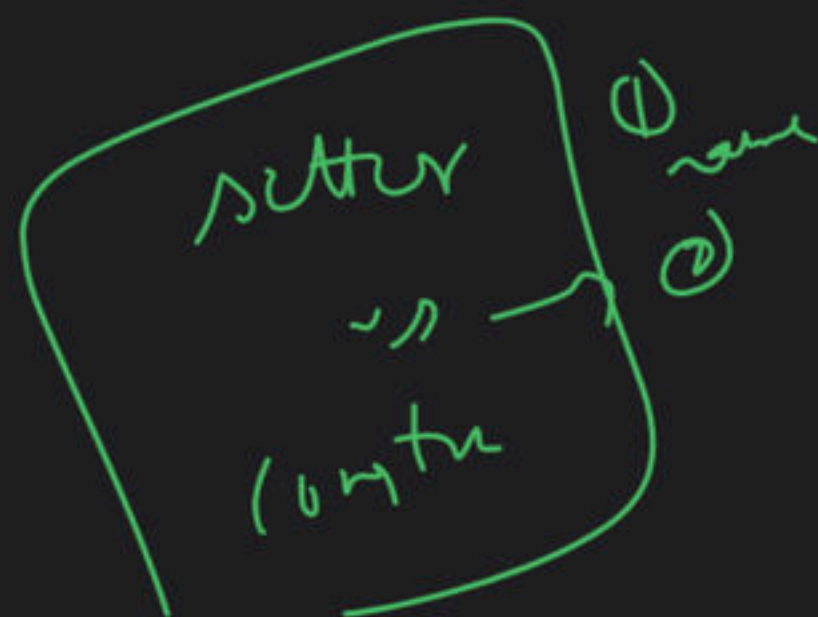
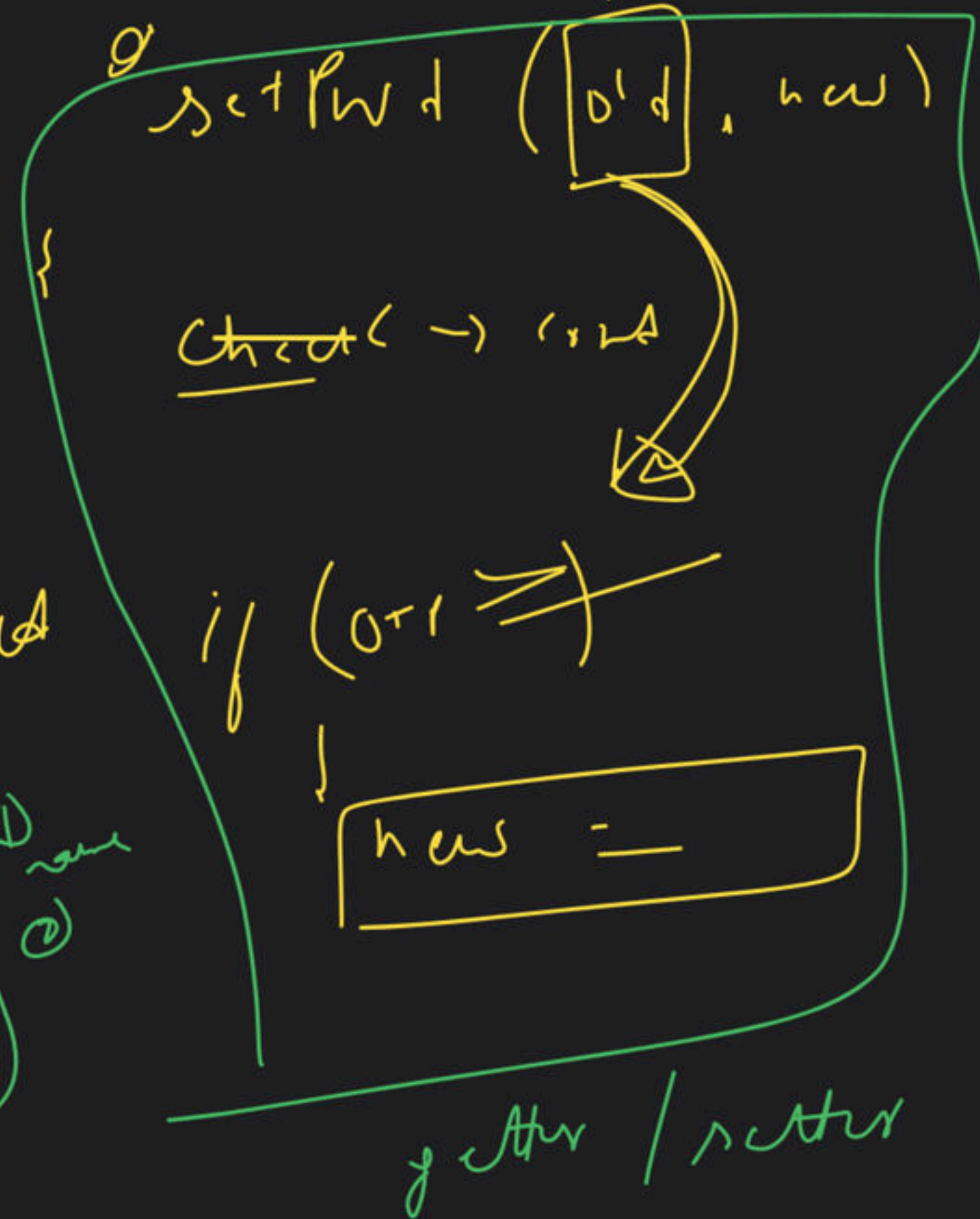
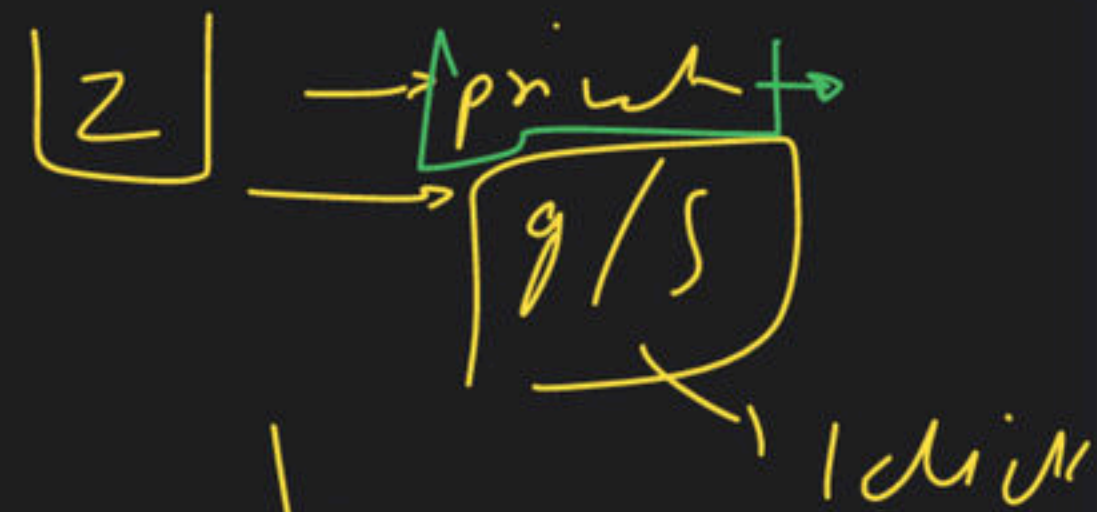
9

→ used for  
data hiding / Security

→ read-only class → Ex → Real world

→ writ-only class

→ easy & fast



public int age = 0

thr age = 10



✓

Rajiv

public verify & set  
setM(L)

private setAge()

{ min age = 18 }

~~getter~~

setter



check ->

cond<sup>n</sup>

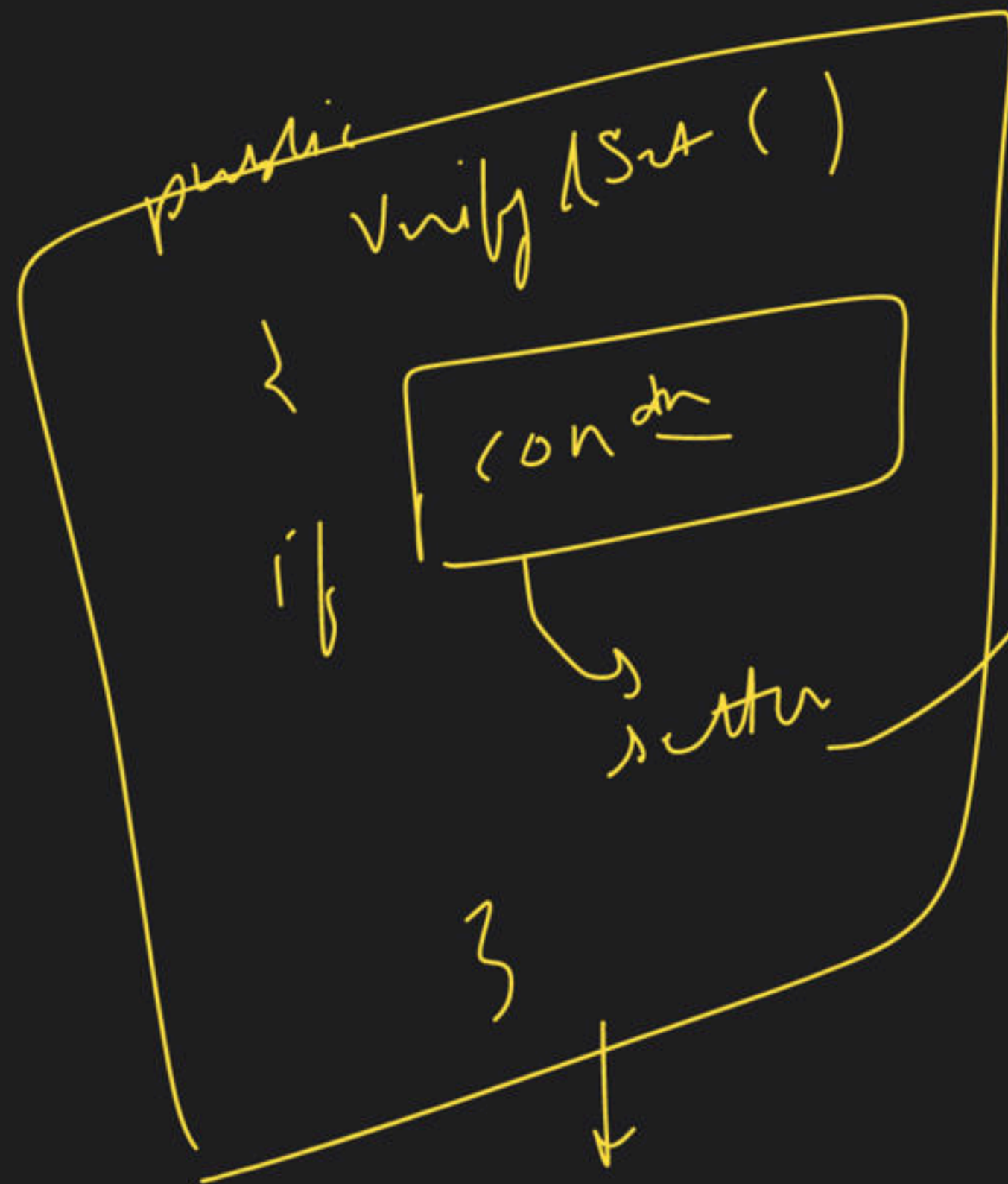


if ( )

Java

2<sup>nd</sup>





Security layer

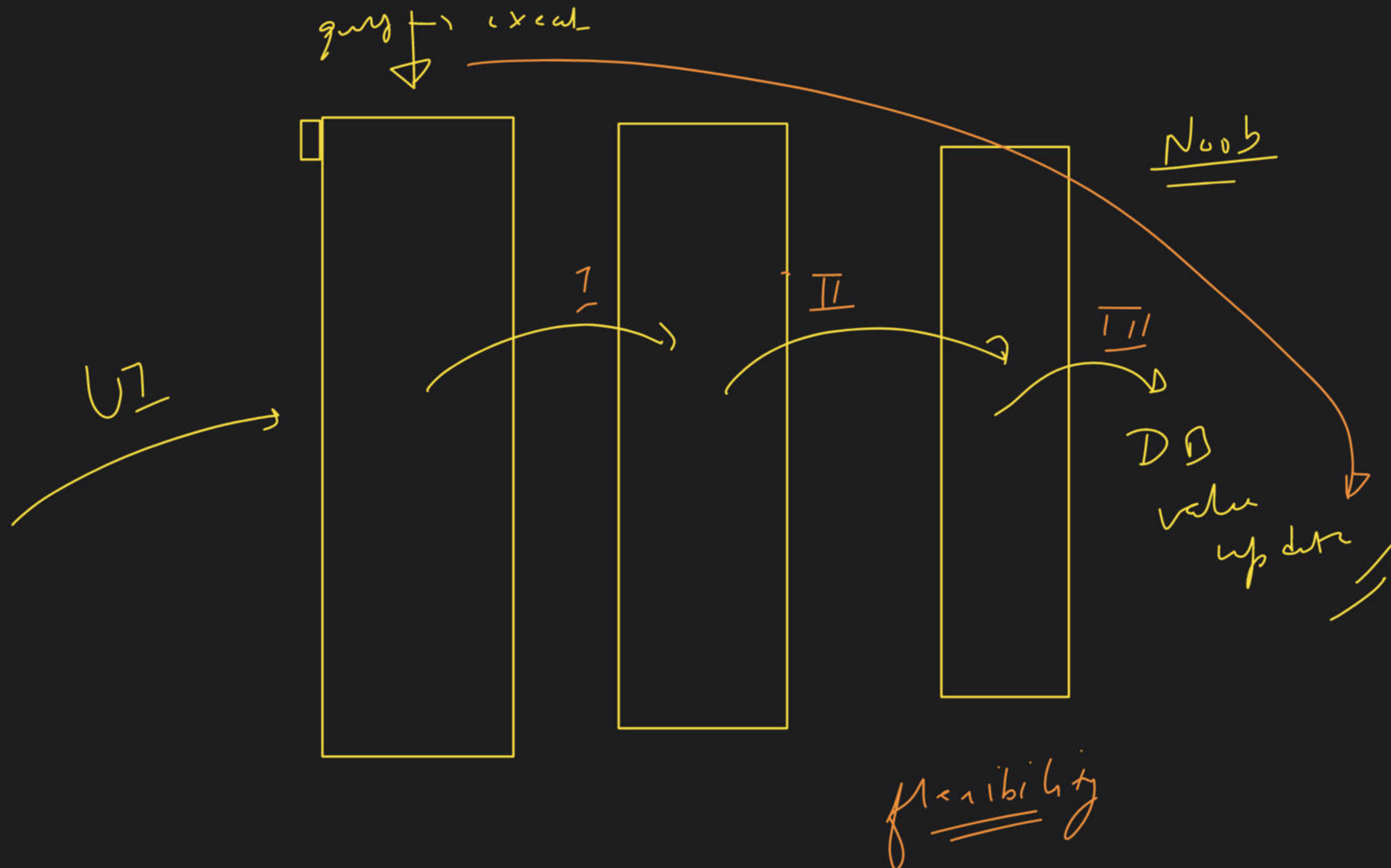
private setter

```
this.age  
= age;
```

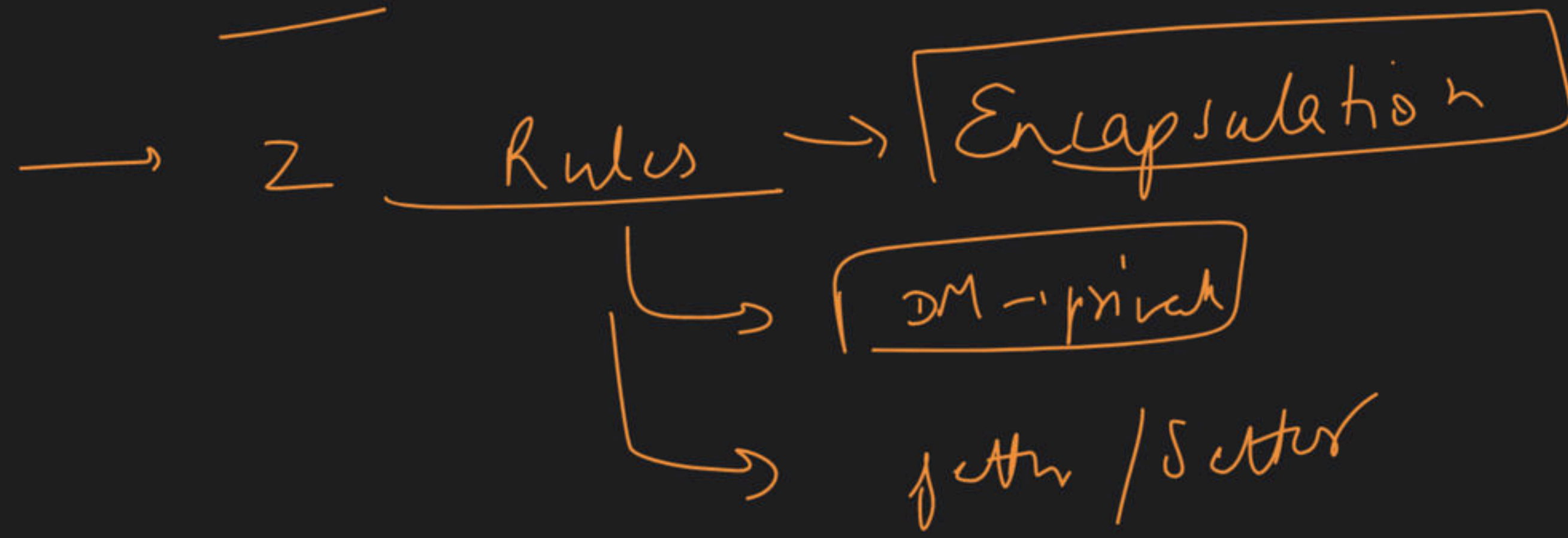
OOD

layering

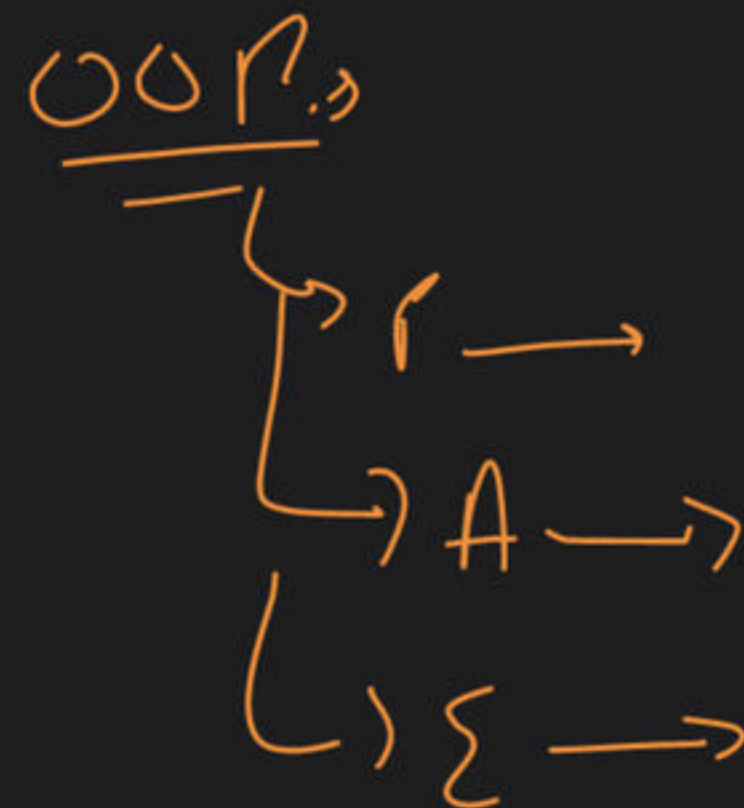




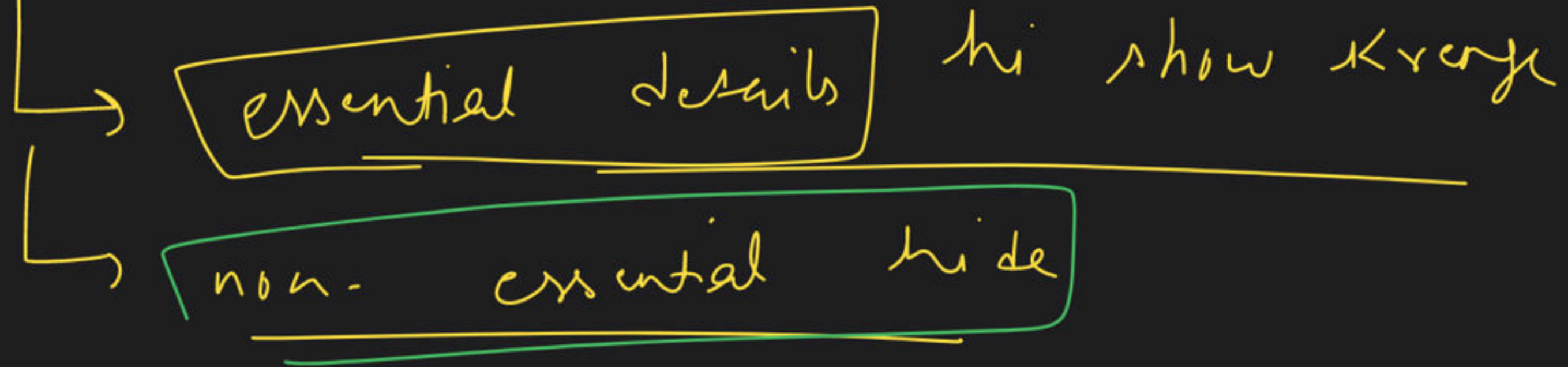
→ what is ?  
→ Adv: - ?



→ Data Hiding:-



→ Abstraction; what → ?



Ex :- Car

Abstraction can be achieved

→ abstract class

→ Interfaces



# Imp pointers :-

①

```
abstract class Shape
{
}
```

public abstract class (step 1)

2

②

abstract method → declared w/o implementation

③

abstract

may or may not have all abstract methods

some

concrete

method

→ declare & define



Area

at

Shape

Blueprint

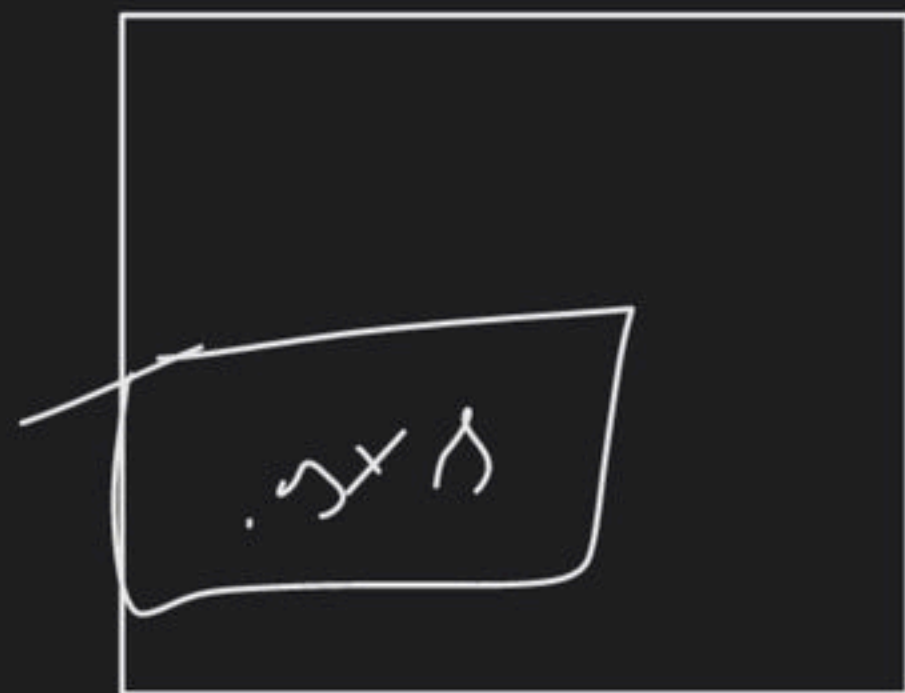
Square  $\rightarrow s \times s$

Rect  $\rightarrow l \times b$

$l > b$

$\pi r^2$

Square



~~print~~

class Square extends Shape

{

@Override  
"area"

{

$s \times s$ ;

}

}



@Override

mandating

77.7%

2 min  
Break:

NO

Bus! Practice

readability

force

signature

Error

Encapsulation

→ Jindiy    DM  
          DF

vs

|

|

H/w

|

|

|

Abstraction

↓

→ Essential details  
show 15th

Ans → adv:-

↳ ① It reduces complexity of viewing things

↓  
Easy to Understand

↳ Re-usability



1 half

(57)

area : abstract



with

3

$1 \times 1$

R

$1 \times 1$

T

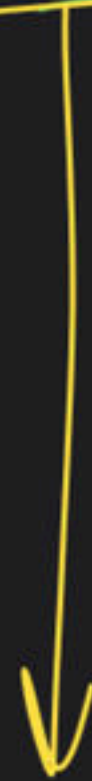
$\frac{1}{2} \times 1 \times 1$

C

$\pi, 2$



## Interfaces :-



Keywords →

ch

implements

100% complete / total / Pure Abstraction

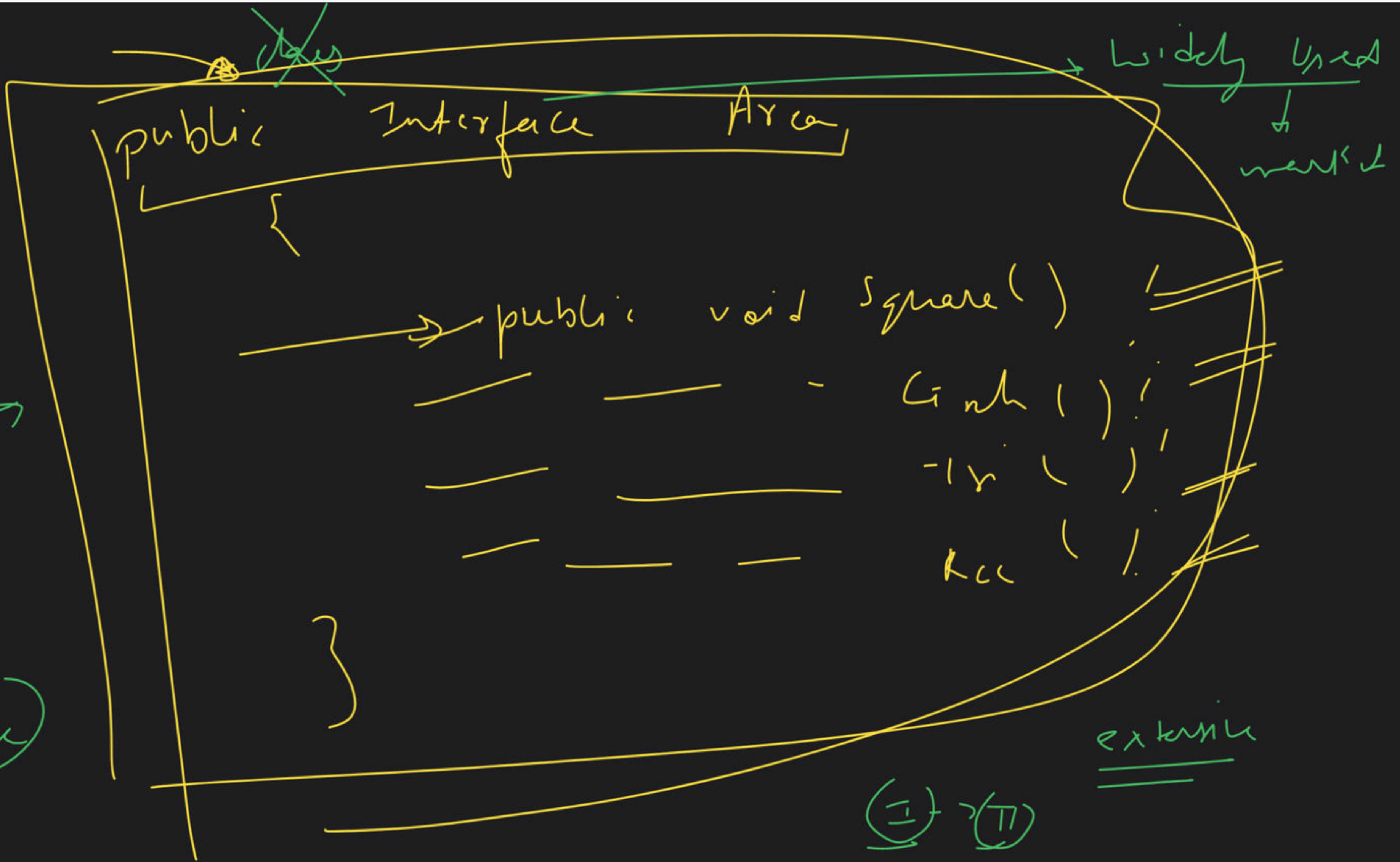


all method



w/o implementation

H/w  
Dim



(argy)

(I) > (II)  
number

extensive



```
public class ShapeArea implement Area
```

```
{
```

```
    public void Square()  
    {  
        // input -> side  
        Area calculate  
        print -> out  
    }  
}
```

code definition  
body

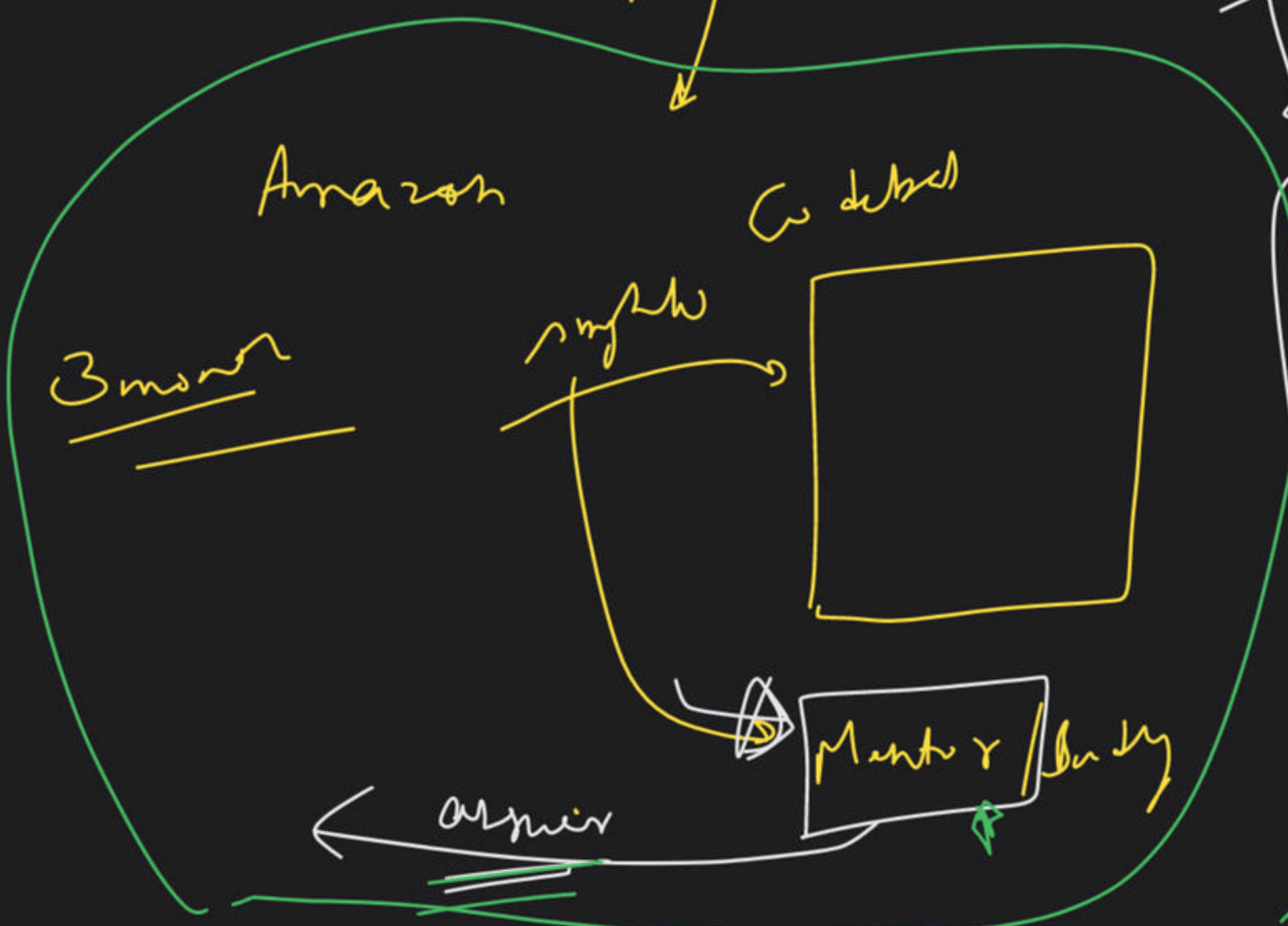
```
Scanner sc = new Scanner(System.in)  
int s = sc.nextInt()  
int area = s * s; out("area")  
}
```



Company - interview → Easy

↳ difficult → sustain/survive → industry

code → H/V → H/V → code → Disord



why

→ TRUST 50

→ explor

~~Spoken feedback~~

↳ houghl. explor

↳ LB

-ve FB



Interface

Keyword

(1)

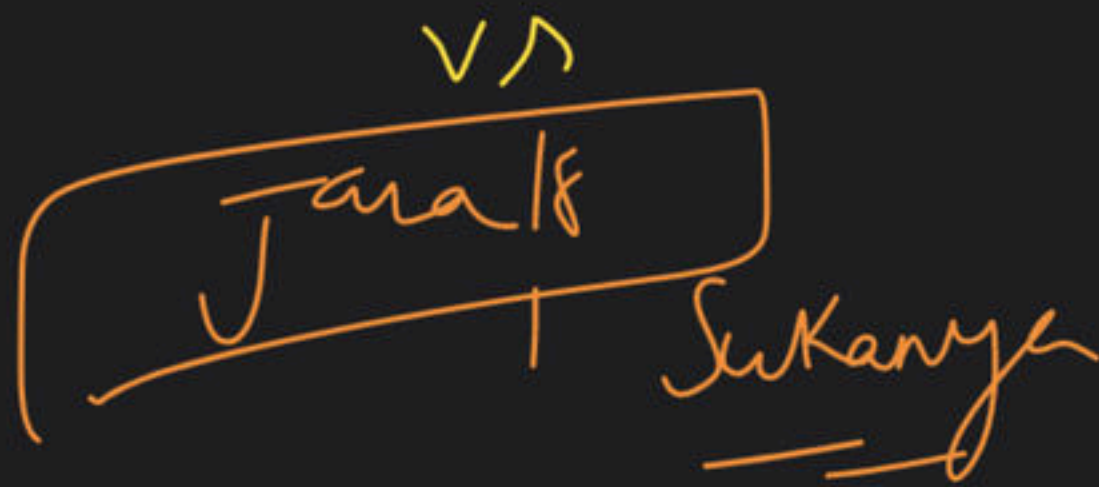
Interface

(2) child class has  
to implement  
the Interface

(3)

support  
multiple

Inheritance



abstract class

Abstract

(2) child class  
extends  
the abstract  
class

(3)

X



class  $\triangle$  Object  $\rightarrow$

stud out

$$\frac{17}{5}$$

## Override

Ans to Q4

```
graph LR; A[Ans to Q4] --> B[Abstract]; A --> C[Interface];
```

Abstract

Interface

# Interface

Human - easy → Blame

Confidence ↑



→ Story :-

2 tag

Wagon Kd

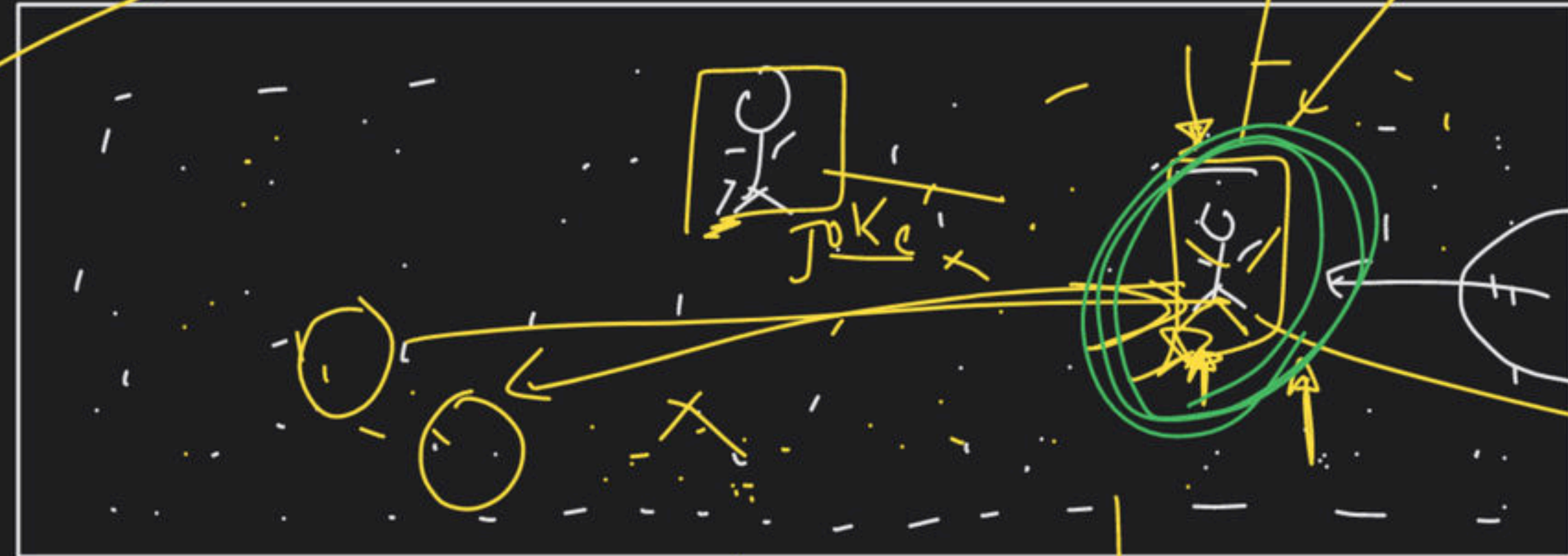
Fortuner

Aura

2 hr - 5-10 min

Wed

Ham



8 yr

Bugatti  
Veyron

Bugatti  
Chiron

18CV

12CV

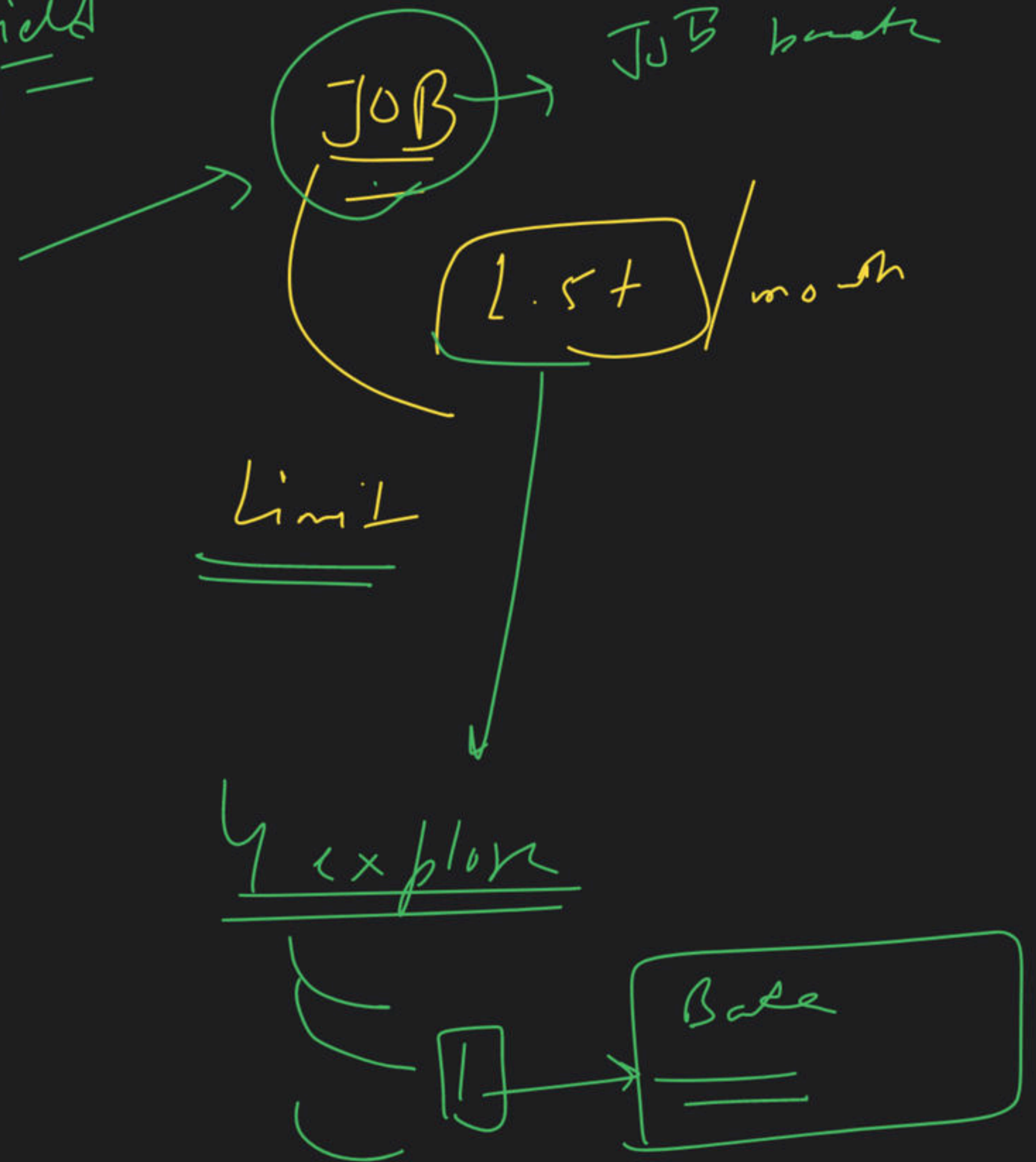
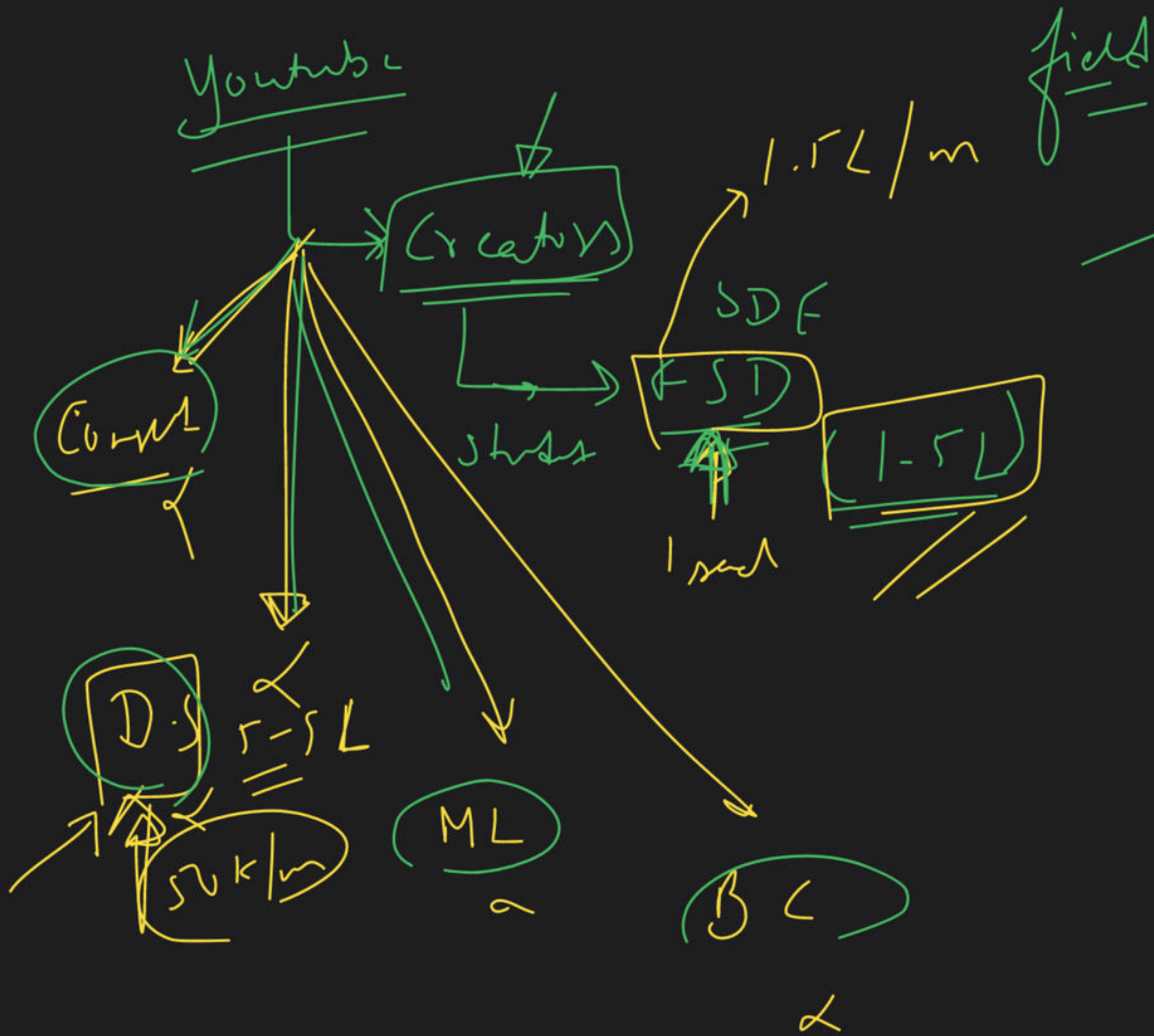
LIVE → motivation  
ki had

Joke

Vyakti

Vivek  
Bindra

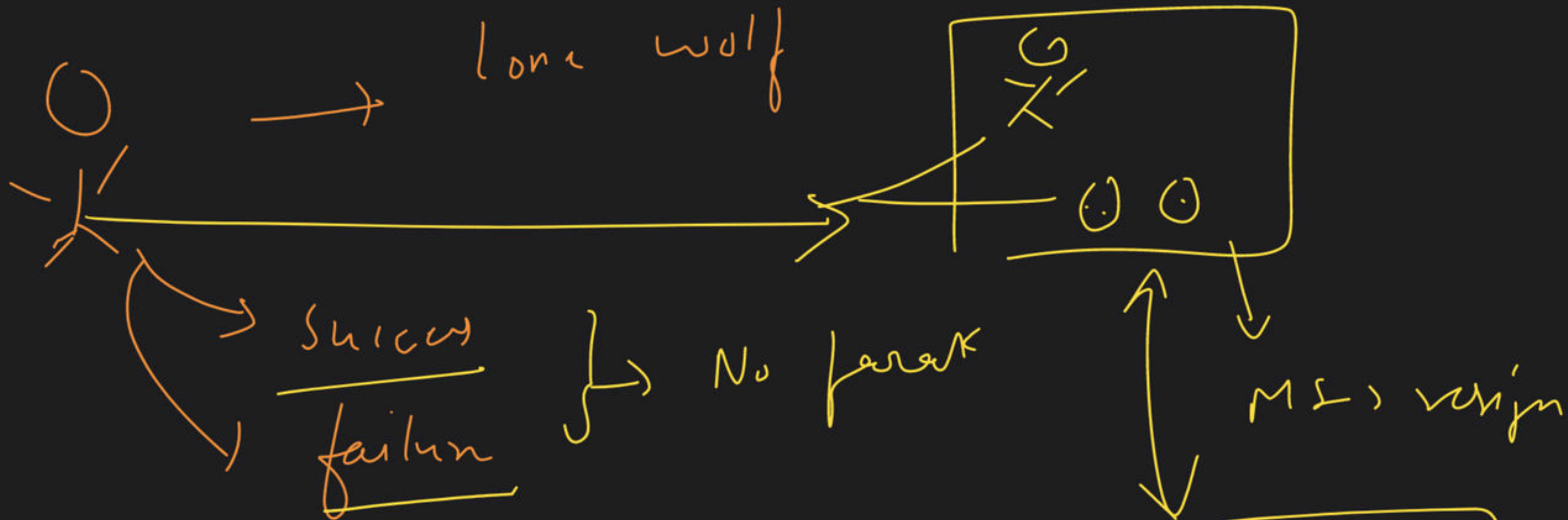












Karna chahte  
nahi Kerne

10 chere

5 saal

1000 ₹

10K

10L

