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22/07/2022
Java Notes Day2
typing tutor
Day 2
1. Types of functions
2. OOPS concepts - Abstraction, Encapsulation, Polymorphism
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Functions are of 4 types
Fns without taking any args and not returning value $\operatorname{\mathsf{void}}$\ \operatorname{\mathsf{my}}()$
Fns taking args and not returning values
                                              void my(int i, String
str)
Fns without taking args and returning value
                                              int my()
Fns taking args and returning value
                                               double my(int i,
String str)
     Stack memory
                                        Heap memory (Free store)
                                    FIELD AREA
ref to an obj (obj1) is created -----> accNumber
accHolderName balance ----> allocator gives values to these global
variables(new keyword)
BankAccount obj1 = new BankAccount();
                                              METHOD AREA
                                   BankAccount() ---> default
constructor
Type ref allocator constructor
                                              withdraw()
                                   deposit()
                                    etc
obj1.withdraw(5000);
Class(BankAccount) --->Address(obj1) --->FIELD and METHOD AREA(variables
and method passed(using value or not))
same reference can be overwritten - called and address is reassigned
Understand System.out.println();
class Tiger
roar();
class Jungle
static Tiger sher = new Tiger();
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Jungle.Tiger.roar();
Similarly : DataInputStream inp = new DataInputStream();
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OOPS concepts
Procedure Oriented Programming System - POPS
Object Oriented Programming System
There is a contract between data and function
Data governs the function
Abstraction
     It is the "what is" part of the object
     Hiding the complexity of an object and providing the usage through
simple accesible functions
     What is an ATM? ---> No need of knowing how it actually works ----
> abstraction layer
     Tailoring shop ----> each station has a different purpose ---->
without knowledge of the other stations
     Developer need not know how to code inbuilt functions ----> like
string functions or input functions
Encapsulation
     It is the "how is it" part of the object
     Coding for the complexity of an object
     capsule where data is hidden or encapsulated
     we only know the tablet function and name, but the contents and
their combination are unknown
Polymorphism
     Ability of a business entity to have multiple forms
      -class extension ----> class Doctor ---> class Surgeon extends
Doctor ---> class Neurosurgeon extends Surgeon
      -function overloading ---> void fn1(), int fn1(), int fn1(double
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-function overloading ----> void fn1(), int fn1(), int fn1(double d, String str)

-**function overriding ---->
