



BITS Pilani
Pilani Campus

Object Oriented Programming

CS F213

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Slides Taken from the slides prepared by Dr. Jennifer

Questions from prev. class



- Can we access the static(class) methods/variables from the instance/object of the class?

With static methods?



```
class Base {  
    static void fun() {  
        System.out.println("Base  
fun");  
    }  
}
```

```
class Derived extends Base { }  
    static void fun() {  
        System.out.println("Derived  
fun");  
    } }
```

```
class Main {  
    // Base b1 = new Base()  
    public static void main(String[ ]  
args) {  
        Base obj = new Derived();  
        obj.fun();  
        //b1.fun();  
    }  
}
```

Base fun

non-static variable b1 cannot be referenced from a
static context

Ques:



```
class A{
void show() {
System.out.println("Hello");  }}
class B extends A{
private void show() { System.out.println("Bye");}}
class Main{
public static void main(String[] args)
{
A a1 = new B();
a1.show();  }}
```

error: show() in B cannot override show() in A
attempting to assign weaker access privileges

Default Methods



```
interface Printable{  
    void print();  
    default void show()  
    {  
        System.out.println("Within Show");  
    }  
}
```

```
class trial implements Printable {
```

```
    public void print()  
    {  
        System.out.println("Within Print");  
    }  
}
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.print();  
        t.show();  
    }  
}
```

Static Methods in Interfaces



```
interface Printable{  
    void print();  
    static void show()  
    {  
        System.out.println("Within  
            Printable Show");  
    }  
}
```

```
class trial implements Printable {  
    public void print()  
    {  
        System.out.println("Within Print");  
    }  
}
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.print();  
        Printable.show();  
    }  
}
```

Question:

Can we replace Printable.show() with t.show()?

Static Methods in Interfaces



```
interface Printable{  
    void print();  
    static void show()  
    {  
        System.out.println("Within  
            Printable Show");  
    }  
}  
  
class trial implements Printable {  
    public void print() {  
        System.out.println("Within Print");}  
    static void display()  
    {  
        System.out.println("Within  
            Display");  
    }  
}
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.print();  
        t.display();  
        t.show();    //Error  
    }  
}
```

Default Methods & Multiple Inheritance



```
interface Printable{
    void print();
    default void show()
    {
        System.out.println("Within
            Printable Show");
    }
}

interface Showable{
    default void show()
    {
        System.out.println("Within
            Showable Show");
    }
    void print();
}
```

```
class trial implements Printable,Showable{
    public void show() {
        Printable.super.show();
        Showable.super.show(); }
}
```

```
public void print() {
    System.out.println("Within Print"); }}
```

```
public class test {
    public static void main(String[] args) {
        trial t = new trial();
        t.print();
        t.show();
    }
}
```

Question:

What happens if super keyword is omitted?



Nested Interfaces

Nested Interfaces

- Interface can be declared within another interface or class
- Nested interface can't be accessed directly, it is referred by the outer interface or class
- Nested interface must be public if it is declared inside the interface but it can have any access modifier if declared within the class.
- Nested interfaces are declared static implicitly.

Class Implementing Outer Interface



```
interface Printable{  
void print();  
interface Showable{  
void show(); }  
}
```

```
class trial implements Printable {  
public void print()  
{  
System.out.println("Within Print");  
}  
public void show() {  
System.out.println("Within Show");  
}  
}
```

```
public class test {  
public static void main(String[]  
args) {  
trial t = new trial();  
t.print();  
t.show();  
}  
}
```

Question:

What happens when implementation of show() is removed from class trial?

Class Implementing Outer Interface



```
interface Printable{  
void print();  
interface Showable{  
void show(); }  
}
```

```
class trial implements Printable {  
public void print()  
{  
System.out.println("Within Print");  
}  
}
```

```
public class test {  
public static void main(String[]  
args) {  
trial t = new trial();  
t.print();  
}  
}
```

Answer: Nothing happens. Outer interface does not have access to inner interface.

Class Implementing Inner Interface



```
interface Printable{
void print();
interface Showable{
void show();}
}
class trial implements
    Printable.Showable {
public void print1()
{
System.out.println("Within Print");
}
public void show()
{
System.out.println("Within Show");
}
}
```

```
public class test {
public static void main(String[]
    args) {
trial t = new trial();
t.print1();
t.show();
}
}
```

Note: If we omit the implementation of show() method, we get compilation error

Interface within the Class

```
class Printable{  
    public void print()  
    {  
        System.out.println("Within Print");  
    }  
    interface Showable{  
        void show();  
    }  
}
```

```
class trial implements  
    Printable.Showable {  
    public void show()  
    {  
        System.out.println("Within Show");  
    } }  
}
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.show();  
        t.print(); //print undefined for the type  
                   trial  
    }  
}
```

Interface within the Class

```
class Printable{  
    public void print()  
    {  
        System.out.println("Within Print");  
    }  
    interface Showable{  
        void show();  
    }  
}
```

```
class trial extends Printable  
    implements Printable.Showable  
    {  
        public void show()  
        {  
            System.out.println("Within Show");  
        }  
    } }
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.show();  
        t.print();  
    }  
}
```

Output:
Within Show
Within Print

Class within the Interface



```
interface Showable{  
    class Printable{  
        public void print()  
        {  
            System.out.println("Within Print");  
        }  
        void show();  
    }  
}
```

```
class trial extends  
    Showable.Printable {  
    public void show()  
    {  
        System.out.println("Within Show");  
    } }  
}
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.show();  
        t.print();  
    }  
}
```

Output:
Within Show
Within Print

Class within the Interface



```
interface Showable{
    class Printable{
        public void print()
        {
            System.out.println("Within Print");
        }
        void show1();
    }
    class trial extends
        Showable.Printable implements
        Showable {
        public void show()
        {
            System.out.println("Within Show");
        }
    }
```

```
public class test {
    public static void main(String[]
        args) {
        trial t = new trial();
        t.show();
        t.print();
    }
}
```

Error:
Class trial should
implement the method
show1()

What happens if the class does not implement all members of the Interface?



```
interface Printable{  
    void print();  
    void show();  
}  
  
abstract class trial implements Printable {  
    public void print() {  
        System.out.println("Within Print");  
    }  
}
```

```
public class test {  
    public static void main(String[] args) {  
        trial t = new trial();  
        t.print();  
    }  
}
```

Error:
Cannot Instantiate trial

**(Because trail is an
abstract class)**

What happens if the class does not implement all members of the Interface?



```
interface Printable{  
void print();  
void show(); }
```

```
abstract class trial implements Printable {  
public void print() {  
System.out.println("Within Print");}  
}
```

```
public class test extends trial {  
public void show() {  
System.out.println("Within Show");}  
public static void main(String[] args) {  
test t = new test();  
t.print();  
t.show();}}
```

Output:
Within Show
Within Print

Ques



- What is the output?

```
class Parent{  
    static int A=50;  
    static void show() {  
        System.out.println(A);  
    }  
}
```

```
class Child extends Parent{  
    int A=10;  
    int show() {  
        System.out.println(A);  
    }  
}
```

Compilation Error:
Instance method cannot
override a static method
from parent

Ques



```
class Parent{  
    static int A=50;  
    static void show() {  
        System.out.println(A);  
    }  
}
```

```
class Child extends Parent{  
    int A=10;  
}  
class test{  
    public static void main(String args[]) {  
        Child c = new Child();  
        c.show();  
        System.out.println(c.A);  
    }  
}
```

Output:

50
10

Warning:

The static method show() from the type Parent should be accessed in a static way

Ques



```
interface Printable{
    int data=20;
    class Showable{
        void show()
        {
            System.out.println("Interface Variable "+data);
        }
    }
}

class test extends Printable.Showable{
    public static void main(String args[]) {
        test c = new test();
        c.show();
    }
}
```

Output:
Interface Variable 20



Nested Classes

Inner Classes

- Nested classes are used to logically group classes or interfaces in one place, for more readability and maintainability.
- Nested class can access all members of the outer class including the private data members and methods.
- Two types:
 - Non-static nested class (inner class)
 - Static nested class

Member Inner class - Example



```
class Outer{
    int data = 30;
    private int val = 20;
    class Inner{
        void show() {
            System.out.println("Data=:"+data+"Value="+val);} }
    }
    class test{
        public static void main(String args[]) {
            Outer o = new Outer();
            Outer.Inner in = o.new Inner();
            in.show();
        } }
    }
```

Member Inner Class

- Compiler creates two class files of the inner class
 - Outer.class and Outer\$Inner.class
- To instantiate the inner class, the instance of the outer class must be created
- The inner class have a reference to the outer class, thus it can access all the data members of the outer class.

Anonymous Inner Class



- Class with no name
- Used when a method or interface is to be overridden

Anonymous class - Example



```
abstract class Outer{  
    int data = 30;  
    abstract void show();  
    void print() {  
        System.out.println("Within Print");  
    }  
}  
  
class test {  
    public static void main(String args[]) {  
        Outer o = new Outer() {  
            void show() {  
                System.out.println("Data=:"+data);}  
            };  
        o.show();  
        o.print();  
    }  
}
```

Anonymous Class



- The name of the class created is decided by the compiler
- In the given example, the anonymous class extends the 'Outer' class and gives implementation for the show() method.
- The object of the anonymous class can be referred by the reference variable 'o'
- Anonymous class cannot have additional methods because it is accessed using the reference to the 'Outer' class

Anonymous Inner Class using Interface-Example



```
interface Outer{
    int data = 30;
    void show();
}
class test {
    public static void main(String args[]) {
        Outer o = new Outer() {
            public void show() {
                System.out.println("Data=":+data);
                //data =25;          // Error
            }
        };
        o.show();
    }
}
```

Local Inner Class-Example

```
class Outer{  
    private int data = 30;  
    void show() {  
        int val =50;  
        class inner{  
            void print() {  
                System.out.println("Value= "+val+"Data="+data);}}  
        inner i =new inner();    // Creating a named type  
        i.print(); }  
    }  
    class test {  
        public static void main(String args[]) {  
            Outer o = new Outer();  
            o.show();  
            //o.print(); //Error}  
        }  
    }
```

Note:

Local inner class can be instantiated only within the method it is defined.

Static Inner Class-Example



```
class Outer{
    static int data = 30;
    private static int val = 20;
    static class Inner{
        void show() {
            System.out.println("Data=:"+data+"Value="+val);
        }
    }
}

class test{
    public static void main(String args[]) {
        Outer.Inner in = new Outer.Inner();
        in.show();
    }
}
```


Static Inner Class



- A static class created inside a class.
- It can access the static data members of the outer class including the private members.
- It cannot access the non-static members and methods.
- The object of the outer class need not be created, because static methods or classes can be accessed without object.
- **Note:** Only inner classes can be prefixed with the static keyword.

Take Home Exercise: What happens when the Interface

Showable is private? Update the following code.



```
class Printable{  
    public void print()  
    {  
        System.out.println("Within Print");  
    }  
    interface Showable{  
        void show();  
    }  
}
```

```
class trial extends Printable  
    implements Printable.Showable  
    {  
        public void show()  
        {  
            System.out.println("Within Show");  
        }  
    } }
```

```
public class test {  
    public static void main(String[]  
        args) {  
        trial t = new trial();  
        t.show();  
        t.print();  
    }  
}
```

Output:
Within Show
Within Print



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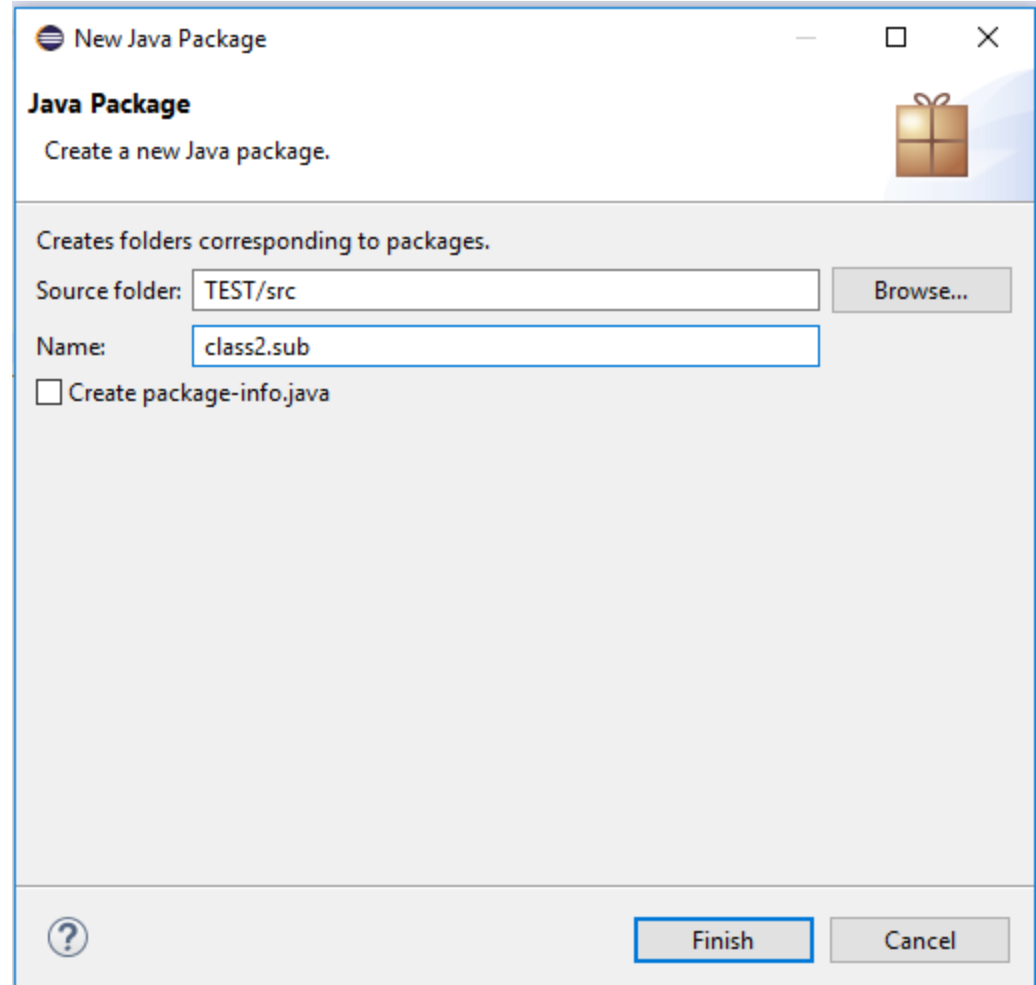


Packages

Create a package & sub package



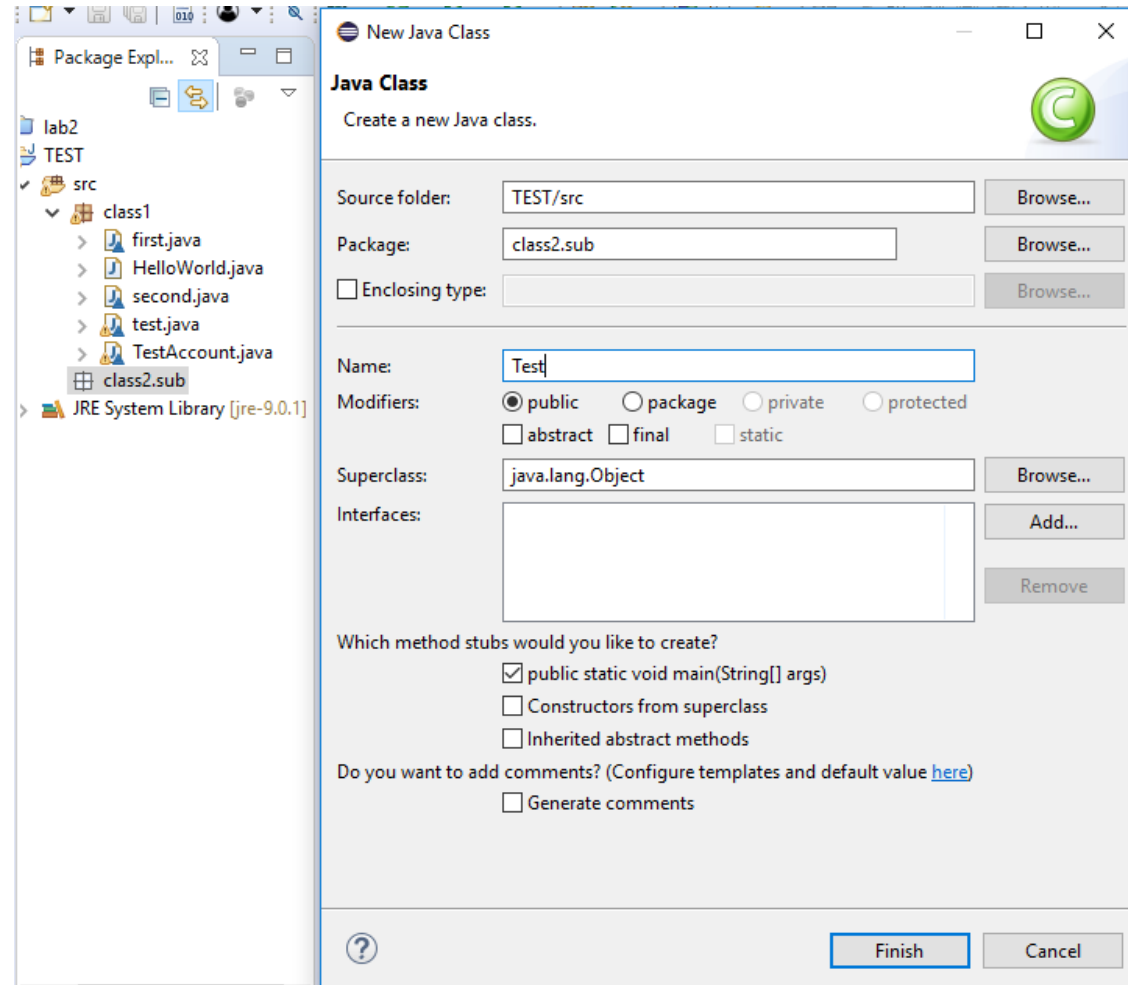
Project → New →
Package



Create a class within the package



Package → New → class



Class within the package



```
package class2.sub;
```

```
public class Test {
```

```
public static void main(String[] args) {
```

```
// TODO Auto-generated method stub
```

```
}
```

```
}
```

Importing a package



```
package class1;

public class HelloWorld
{
    public void show() {
        System.out.println("Within class
            1's show");
    }
}
```

```
package class2.sub;
import class1.*;

public class Test {

    public static void main(String[]
        args) {
        HelloWorld h = new HelloWorld();
        h.show();

    }

}
```

Importing a class



```
package class1;

public class HelloWorld
{
    public void show() {
        System.out.println("Within class
            1's show");
    }
}
```

```
package class2.sub;
import class1.HelloWorld;

public class Test {
    public static void main(String[]
        args) {
        HelloWorld h = new HelloWorld();
        h.show();
    }
}
```

Take Home Exercise: Learn how to execute the same code from the command prompt.

Access Modifiers



Access Modifier	within class	within package	outside package by subclass only	outside package
Private	Y	N	N	N
Default	Y	Y	N	N
Protected	Y	Y	Y	N
Public	Y	Y	Y	Y