

TOPIC NAME: _____

1. Classes and Object

Class car {

String color;

int speed;

Void drive();

System.out.println ("Car is driving...");

Public class Main {

Public static void main (String [] args) {

Car mycar = new Car(); // object creation

~~mycar~~ mycar

mycar.color = "Red";

mycar.speed = 100;

mycar.drive();

= object lifetime starts

{ state birth to b2 = ? }

2. Access Modifiers

Class Person {

Private String name;

Public void ~~set~~ setName (String newName) {

NewName = newName; }

1	2	3
4	5	6
7	8	9
0	9	8

Public String getName()

return name;

}

& Public class main {

Public static void main (String [] args) {

Person p

Person p = new person();

P.set name => p.setName ("Alice");

System.out.println (P.getName());

3. Inheritance and Protected Access

Class Animal

Protected String type = "Animal".

void display()

System.out.println ("This is an animal.");

Class Dog extends Animal

void bark()

System.out.println (type + " Says Woof!");

Public class Main {

 Public static void main(String[] args)

 Dog d = new Dog();

 d.display();

 d.bank();

}

}

4. Encapsulation

Class BankAccount {

 Private double balance;

 Public void deposit (double amount),

 if (amount > 0) balance += amount;

}

 Public double getBalance ()

 return balance;

}

Public Class Main {

 Public static void main(String[] args)

 BankAccount acc = new BankAccount();

 acc.deposit (500);

system.out.println (acc.getBalance ());

& account number

(balance bior)

5. Abstract Classes

abstract class Animal {

abstract void makeSound();

void sleep();

System.out.println ("Sleeping...");

class Dog extends Animal {

void makeSound();

System.out.println ("Bark Bark");

}

Public class main {

Public static void main (String [] args) {

Dog d = new Dog();

d.makeSound();

d.sleep();

}

6. Interface:

interface Animal {

 void sound();

}

Class Cat implements Animal

 Public void sound () {

 System.out.println("Meow")

 }

}

Public class main

 Public static void main (String [] args) {

 Cat c = newCat ()

 c.sound ();

}

}

7. Multiple Inheritance using Interface

Interface Flyable

 void fly();

Interface Swimmable

 void swim();

}

Class Duck implements Flyable, swimmable

```
Public void fly() {
```

```
System.out.println ("Duck is flying ...");
```

Public void swim() {

```
System.out.println ("Duck is swimming ...");
```

Public class main {

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

```
Duck d = new duck();
```

```
d.fly();
```

```
d.swim();
```

8: ATM - Project (mini project idea)

```
import java.util.Scanner;
```

Public class ATM {

```
Private double balance = 1000.0;
```

```
Public void deposit (double amount) {
```

```
balance += amount;}
```

else

System.out.println ("Insufficient balance!");

>

Public void checkBalance ()

System.out.println ("Current Balance : " + balance);

Public static void main (String [] args) {

ATM atm = new ATM ();

Scanner sc = new Scanner (System.in);

while (true) {

System.out.println ("1. Deposit 2. Withdraw 3. Balance
4. Exit");

int choice = sc.nextInt();

switch (choice) {

Case 1:

System.out.println ("Enter amount: ");

atm.deposit (sc.nextDouble());

break;

Case 2: System.out.println ("Enter Amount: ")

break.

Case 3:

atmCheckBalance();

break;

case 4: atmWithdraw(); setting two methods.

system.exit(0);

}

}

Y

Calculator:

import java.util.Scanner;

Public class Calculator {

Public static void main (String[] args) {

Scanner sc = new Scanner (System.in)

System.out.println ("Enter first number");

double num1 = sc.nextDouble();

System.out.print ("Enter second number")

double num2 = sc.nextDouble();

System.out.println ("Choose operation (+, -, *, /, %)");

Char op = sc.next().charAt(0);

double result = 0;

Switch (op) {

Case '+': result = num1 + num2; break

Case '-': result = num1 - num2; break

case 1/1:

if (num2 != 0)

result = num1 / num2;

else

System.out.println ("cannot divide by zero");

break;

default : System.out.println (Invalid);

}

System.out.println ("Result: " + result);