

# Design Pattern

## Assignment

1) Different between class and component

→ class emphasize a design-time environment, while components are more oriented toward a run-time environment.

- A components is a collection of objects that furnish a set of offerings to different system. A class is a template or blueprint.

2) How many basic/primary data type supported by java?

→

1) int

2) float

3) char

4) boolean

5) string

3) what is the different between object data and value data.

→ An object data is an instance of a class and a variable is a reference to an object. Value data contains a number, a character or a reference to an object.

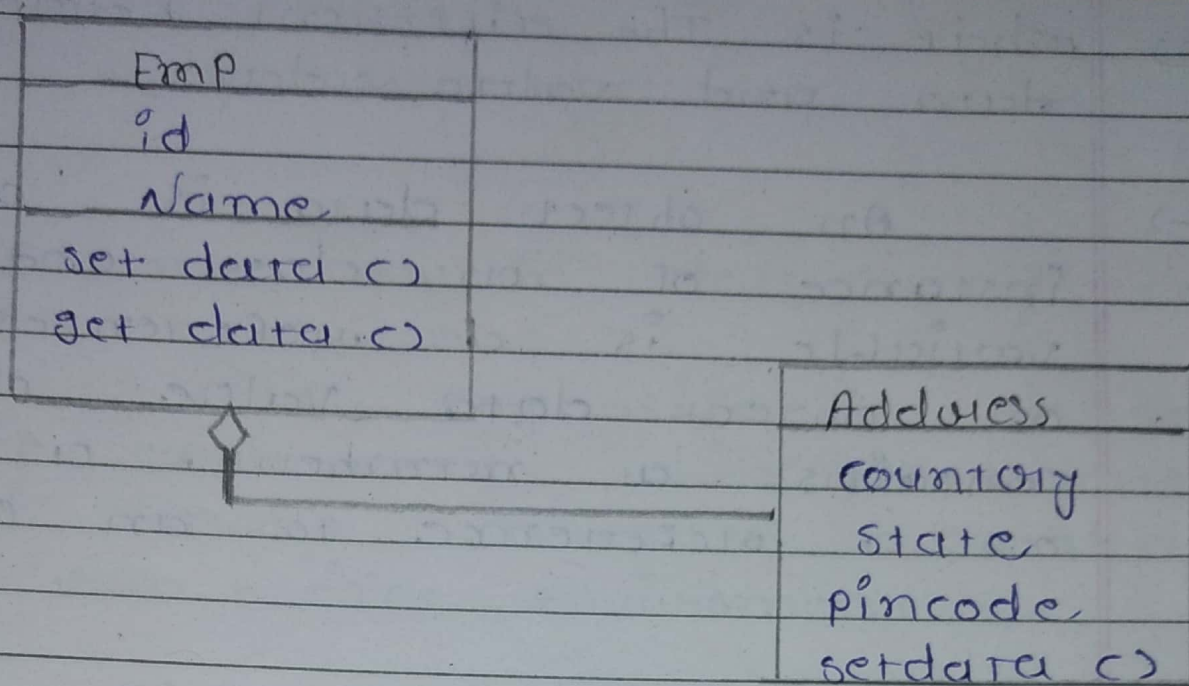
4) what is default modifier of class, variable, and method?

→ Default Access modifier is the default modifier of class methods and variable.

5) create any two class show the relationship of aggregation and write another two class to show the relationship of composition.

→ Diagram :-





Aggregation . java

```

class Address
{

```

```

    String country, state;
    int pincode;

```

```

    public setdata (String country,
                    String state, int pincode)

```

```

{

```

```

    this . country = country;
    this . state   = state;
    this . pincode = pincode;

```

```

} // setdata () over

```

```

} // Address class over

```

```
class Emp
```

```
{
```

```
    int id;
```

```
    string name;
```

```
    Address addr;
```

```
    public setData (int id, string  
                    name, Address addr)
```

```
{
```

```
        this.id = id;
```

```
        this.name = name;
```

```
        this.addr = addr;
```

```
}
```

```
void getData ()
```

```
{
```

```
    System.out.println ("ID" + id);
```

```
    System.out.println ("Name is "  
                        + name);
```

```
    System.out.println ("Country is "  
                        + addr.country);
```

```
    System.out.println ("State is " +  
                        addr.state);
```

```
    System.out.println ("Pincode is " +  
                        addr.pincode);
```

```
// getData () over
```

```
public static void main (String  
                        args)
```

```
{
```



```

Address add = new address
    (365480, "India", "Uttarakhand");
Emp em = new Emp (1, "Shivali",
    add);
em.getData ();

```

y // main () over

y // Emp class over

\* out put \*

```

ID    1
Name  is  Shivali
Country is India
State  is  Uttarakhand
pincode is 365480

```

Composition Example

```

public class Job {
    private String role;
    private long salary;
    private int id;

    public String getRole () {
        return role;
    }
}

```

```
public void setRole (String role) {  
    this.role = role;  
}
```

```
}  
public long getSalary () {  
    return salary;  
}
```

```
}  
public void setSalary (long salary) {  
    this.salary = salary;  
}
```

```
}  
public int getID () {  
    return id;  
}
```

```
}  
public void setID (int id) {  
    this.id = id;  
}
```

```
}  
public class person {
```

```
    private Job job;
```

```
    public person () {  
        this.job = new Job ();  
        job.setSalary (1000);  
    }
```

```
    public long getSalary () {  
        return job.getSalary ();  
    }
```

```
}
```



```
public class Testperson {  
    public static void main (String  
        args) {  
        person per = new person ();  
        long salary = per.getSalary ();  
        System.out.println ("salary of  
            person : " + salary);  
    }  
}
```

\* Output \*

salary of person = 1000

Q) Is there any other way to create the class instance without new keyword.

→ yes, we can create class instance without new keyword using following way.

- using clone

we can also use clone() method to create a copy of an existing object

- using object Deserialization

object deserialization can also be used to create an object it produces the opposite of serializing an object.

- using class Loader

we can also use classLoader to create the object of a class. This way is much the same as class.forName() option.



7) what is constructor modifier by default?

if The class is declared public Then The default constructor is implicitly given The access modifier public.

if The class is declared protected, Then The default constructor is implicitly given The access modifier protected.

if The class is declared private, then The default constructor is implicitly given The access modifier private,

otherwise the default constructor has the default access implied by no access modifier.

8) what is get() and set() method? with example.

The get method retrieves The value of The variable Name

The set method takes a parameter and assigns it to The name variable.

The get method return The variable value and The set method sets the value.

Example

```
public class person {
```

```
    private String Name;
```

```
    // get () method
```

```
    public String getName () {
```

```
        return name;
```

```
    }
```

```
    // set () method
```

```
    public void setName (String new  
Name)
```

```
    {
```

```
        this.Name = newName;
```

```
    }
```

```
}
```

```
public class MyClass {
```

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

```
    {
```

```
        person obj = new person ();
```



```
obj.setName ("Shivali");
```

```
System.out.println (obj.getName  
());
```

\* output \*

Shivali

9) what is an aggregation ?

Aggregation helps in reusing the code.

when an object A contains a reference to another object B or we can say object A has a HAS-A relationship with object B. Then it is termed as aggregation.

Example :-

```
public class vehicle {
```

```
public class speed {
```

```
public class van extends vehicle {  
private speed sp;
```

```
}
```

⇒ This shows that class van HAS-A speed.

10) what is composition ?

The composition design technique in which you use class

The composition is reuse code in multiple class and allows code reuse event from final class.

Example :-

```
public class student { }
```

```
public class student {  
    private student student;  
    public college () {  
        This student = new student();  
    }  
}
```

11) what is cohesion ?

In object oriented design, cohesion refers all about how a single class is designed. cohesion is the object oriented principle most closely associated