

Cambodian University of Specialties

Faculty of Science and Technology

Java OOP I





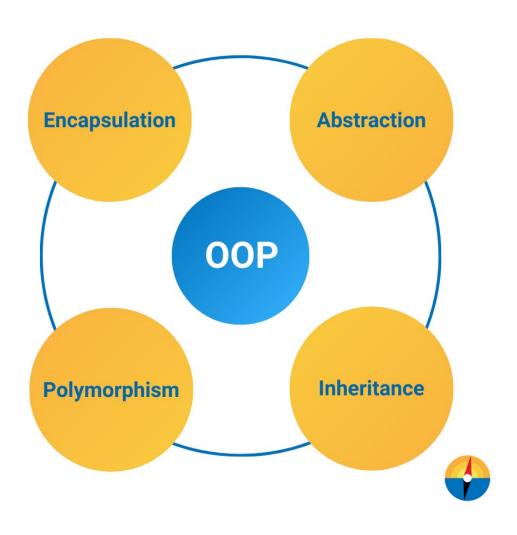




- Introduction to principle OOP
- Inheritance
- Overriding











Object-oriented programming (OOP) is a programming paradigm based on the concept of <u>objects</u>, which are <u>data structures</u> that contain data, in the form of fields (or attributes) and code, in the form of procedures, (or methods).





- Object-oriented programming has several advantages over procedural programming:
- OOP is faster and easier to execute
- OOP provides a clear structure for the programs
- OOP helps to keep the Java code DRY "Don't Repeat Yourself", and makes the code easier to maintain, modify and debug
- OOP makes it possible to create full reusable applications with less code and shorter development time





class

Fruit

objects

Apple

Banana

Mango





class

Car

objects

Volvo

Audi

Toyota





```
class Car {
      // fields String type;
      String model;
      String color;
int speed;
```

```
// constructor
Car(String type, String model,
String color)
{ this.type = type;
                        model;
this.model
this.color = color;
```





```
// methods
           increaseSpeed(int
int
increment)
{ this.speed = this.speed +
increment;
return this.speed;
```

```
Car focus = new Car("Ford", "Focus",
"red");
Car auris = new Car("Toyota", "Auris",
"blue");
Car golf = new Car("Volkswagen",
"Golf", "green");
```

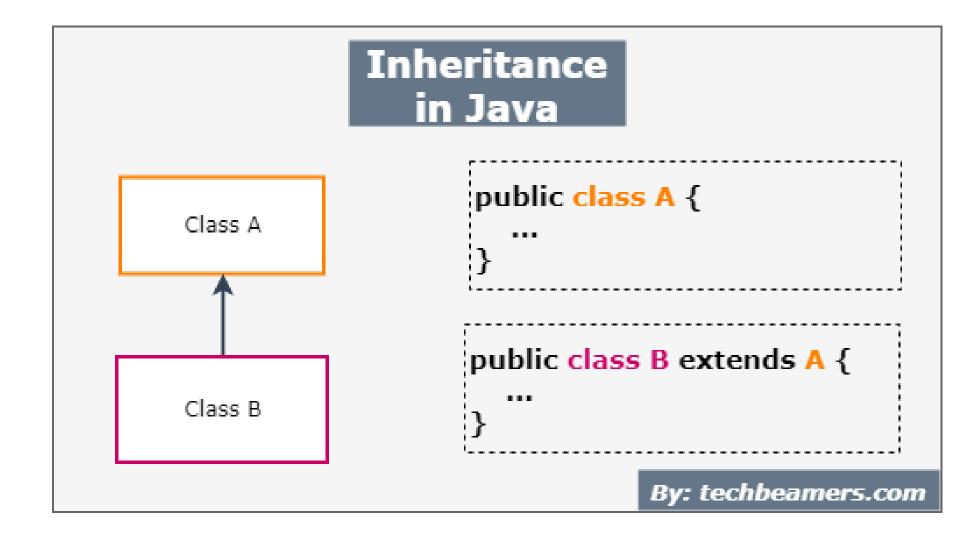




- Inheritance in Java is a mechanism in which one object acquires all the properties and behaviors of a parent object. It is an important part of OOPs (Object Oriented programming system).
- The idea behind inheritance in Java is that you can create new <u>classes</u> that are built upon existing classes. When you inherit from an existing class, you can reuse methods and fields of the parent class. Moreover, you can add new methods and fields in your current class also.
- Inheritance represents the **IS-A relationship** which is also known as a *parent-child* relationship.











```
class Calculator {
   int add(int a , int b)
        return a + b;
   int sub(int a , int b)
        return a - b;
```

```
public class AdvancedCalculator extends Calculator {
    int mult(int a , int b)
        return a * b;
    int div(int a , int b)
        return a / b;
```

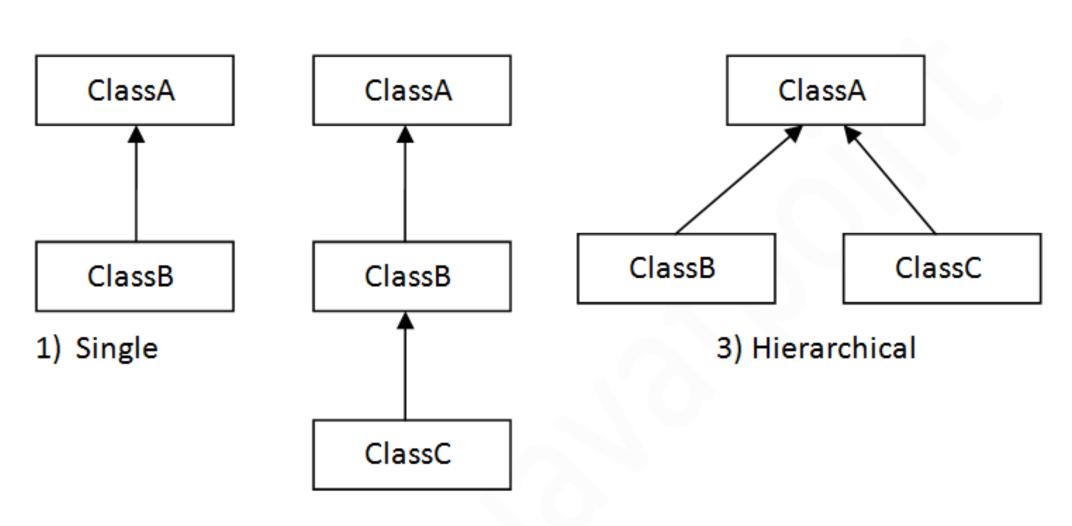




```
public static void main(String args[])
    AdvancedCalculator cal = new AdvancedCalculator();
    System.out.println( cal.add(1, 2) );
    System.out.println( cal.sub(1, 2) );
    System.out.println( cal.mult(1, 2) );
    System.out.println( cal.div(1, 2) );
```



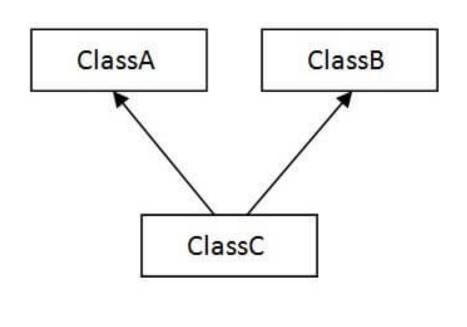




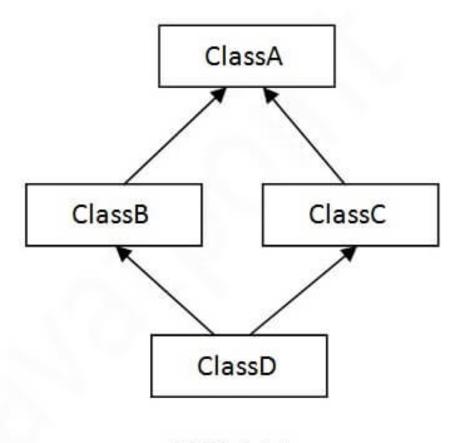
2) Multilevel







4) Multiple



5) Hybrid





- Single Inheritance Example
- When a class inherits another class, it is known as a single inheritance. In the example given below, Dog class inherits the Animal class, so there is the single inheritance.





Single Inheritance Example

```
class Animal{
void eat(){System.out.println("eating...");}
class Dog extends Animal{
void bark(){System.out.println("barking...");}
class TestInheritance{
public static void main(String args[]){
Dog d=new Dog();
d.bark();
d.eat();
```

```
Output:

barking...
eating...
```





- Multilevel Inheritance Example
- When there is a chain of inheritance, it is known as multilevel inheritance. As you can see in the example given below, BabyDog class inherits the Dog class which again inherits the Animal class, so there is a multilevel inheritance.





Multilevel Inheritance Example

```
class Animal{
void eat(){System.out.println("eating...");}
class Dog extends Animal{
void bark(){System.out.println("barking...");}
class BabyDog extends Dog{
void weep(){System.out.println("weeping...");}
class TestInheritance2{
public static void main(String args[]){
BabyDog d=new BabyDog();
d.weep();
d.bark();
d.eat();
}}
```

```
Output:

weeping...
barking...
eating...
```





- Hierarchical Inheritance Example
- When two or more classes inherits a single class, it is known as hierarchical inheritance. In the example given below, Dog and Cat classes inherits the Animal class, so there is hierarchical inheritance.







Hierarchical Inheritance Example

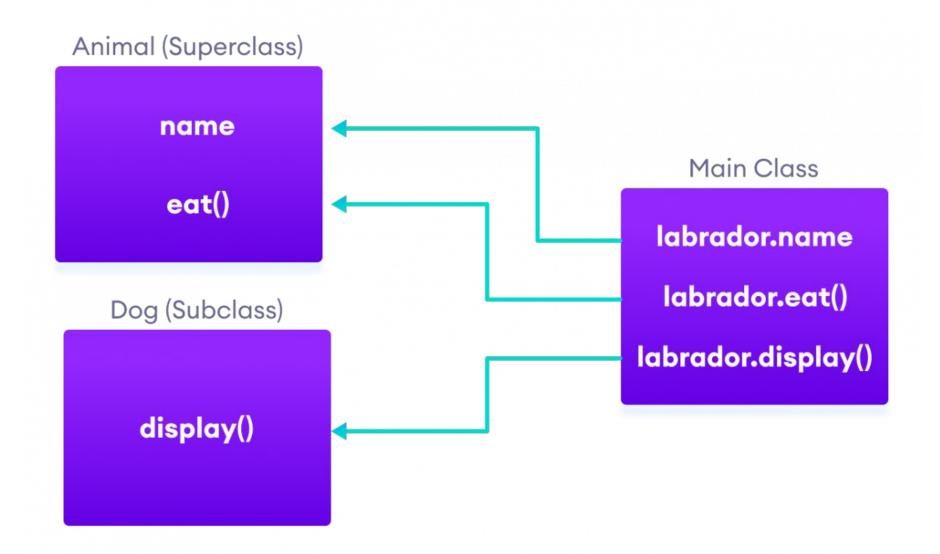
```
class Animal{
void eat(){System.out.println("eating...");}
class Dog extends Animal{
void bark(){System.out.println("barking...");}
class Cat extends Animal{
void meow(){System.out.println("meowing...");}
class TestInheritance3{
public static void main(String args[]){
Cat c=new Cat();
c.meow();
c.eat();
//c.bark();//C.T.Error
```

```
Output:

meowing...
eating...
```









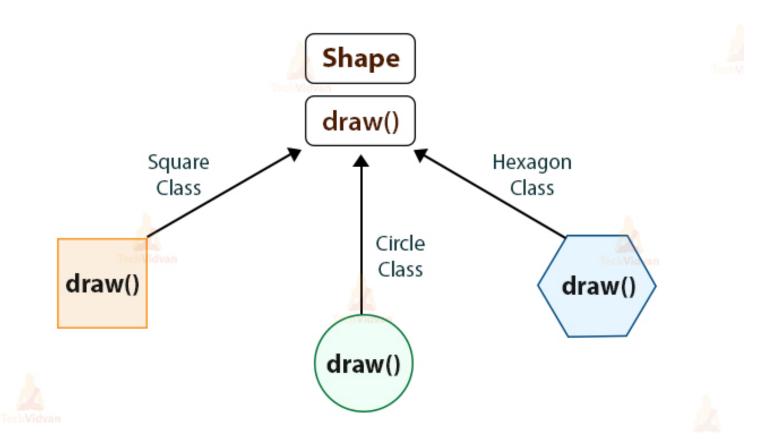


In Java, method overriding occurs when a subclass (child class) has the same method as the parent class. In other words, method overriding occurs when a subclass provides a particular implementation of a method declared by one of its parent classes.



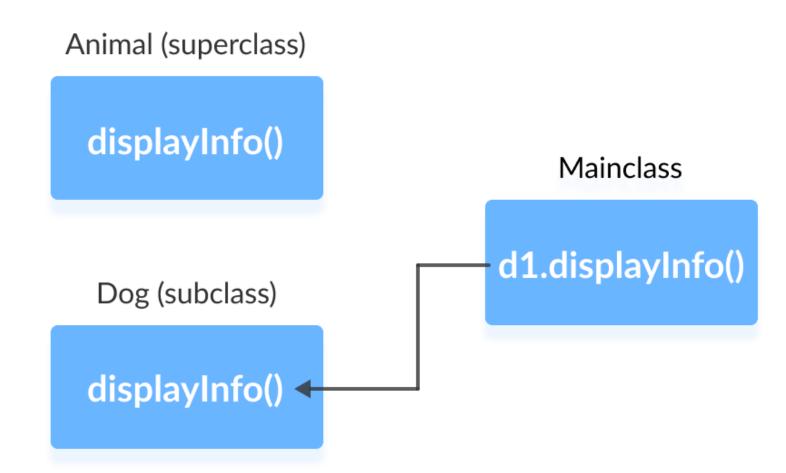


Method Overriding in Java













```
class Animal {
  public void displayInfo() {
      System.out.println("I am an animal.");
class Dog extends Animal {
  @Override
  public void displayInfo() {
      System.out.println("I am a dog.");
class Main {
  public static void main(String[] args) {
     Dog d1 = new Dog();
     d1.displayInfo();
```

Output:

I am a dog.





```
class Animal {
  public void displayInfo() {
     System.out.println("I am an animal.");
class Dog extends Animal {
  public void displayInfo() {
     super.displayInfo();
     System.out.println("I am a dog.");
class Main {
  public static void main(String[] args) {
     Dog d1 = new Dog();
     d1.displayInfo();
```

Output:

I am an animal. I am a dog.





```
class Animal {
   protected void displayInfo() {
     System.out.println("I am an animal.");
class Dog extends Animal {
  public void displayInfo() {
     System.out.println("I am a dog.");
class Main {
  public static void main(String[] args) {
     Dog d1 = new Dog();
     d1.displayInfo();
```

Output:

I am a dog.