

# Wrapping up This Training



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# Enums

```
public enum AlarmVolume {  
    SILENCED,  
    LOW,  
    MEDIUM,  
    HIGH;  
  
    public boolean isQuiet() {  
        return this == SILENCED;  
    }  
}
```



# Records

```
public record Alarm(String message, boolean active, AlarmVolume volume) {  
    public Alarm turnOn() {  
        return new Alarm(message, true, volume);  
    }  
}
```



# Inner Classes

```
public Widget createPlaceholder() {  
    return new Widget() {  
        public String getReport() {  
            return "This is a placeholder";  
        }  
  
        public boolean isActive() {  
            return false;  
        }  
    };  
}
```



# Generics

```
public class Dashboard {  
    private final List<Alarm> allAlarms = new ArrayList<Alarm>();  
    ...  
}
```



# A Few Features That We Skipped

**Enums**

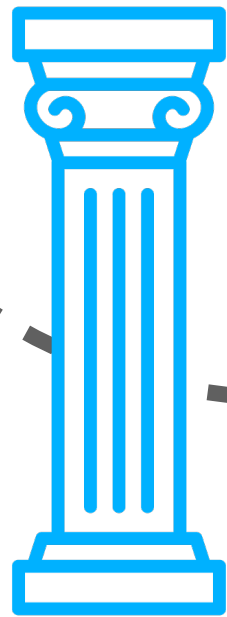
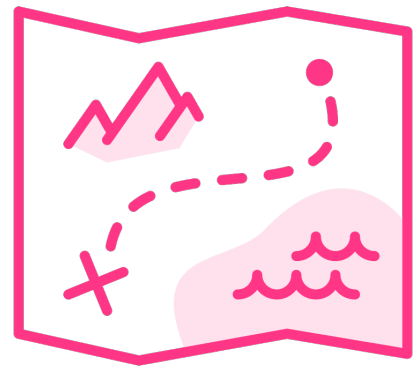
**Records**

**Inner Classes**

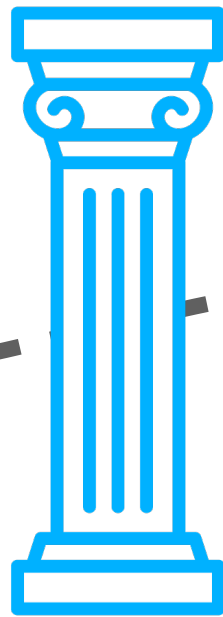
**Generics**



# The Pillars of OOP



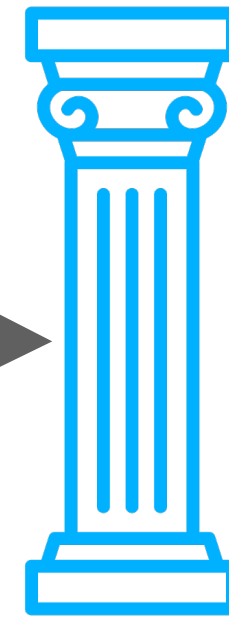
**Abstraction**



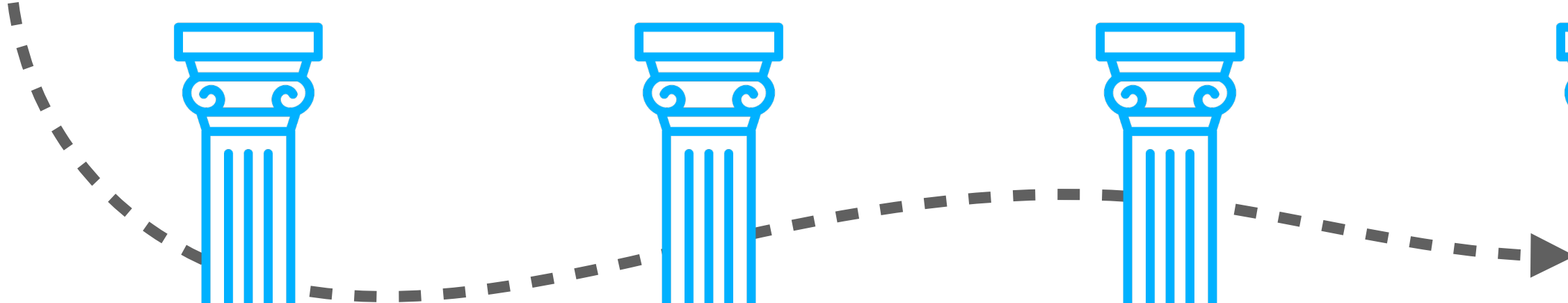
**Encapsulation**



**Inheritance**



**Polymorphism**



# Abstraction



- Working with Objects
- Defining Your Own Classes





# Encapsulation



- Hiding Information



# Inheritance



- Inheriting from Another Class



# Polymorphism



- Understanding Polymorphism
- Talking to Interfaces



# The *static* Keyword



- Using the *static* Keyword



# Design



- Designing with Abstraction and Encapsulation
- Designing with Inheritance and Polymorphism



# Thank you!

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