

=> Inheritance:-

=> super & this

this() & this

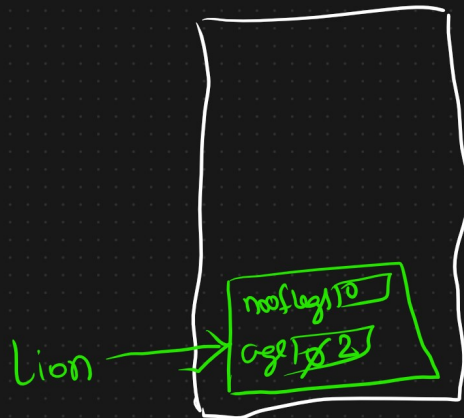
this & current running object

super => Parent

```
class Animal1
{
    int age;
    Animal1()
    {
        age=2;
        System.out.println("Zero Param Animal Cons");
    }
    Animal1(int age)
    {
        this.age=age;
        System.out.println(" Param Animal Cons");
    }
}
class Lion extends Animal1
{
    int noOfLegs;
    Lion()
    {
        super();
        System.out.println("Zero Param Lion Cons");
    }
    Lion(int noOfLegs)
    {
        this.noOfLegs=noOfLegs;
        System.out.println(" Param Lion Cons");
    }
    void disp()
    {
        System.out.println(age);
        System.out.println(noOfLegs);
    }
}
public class LaunchInh5
{
    public static void main(String[] args)
    {
        Lion lion=new Lion();
        lion.disp();
    }
}
```

Stack

Heap



{ }

}

{ }

{ }

{ }

{ }

{ }

Thread t1 = new Thread();

class Demo extends Thread

{
=
=
=
}

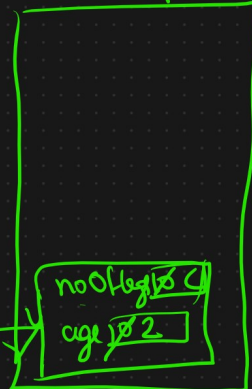
{ }

Demo d = new Demo();

```
class Animal1
{
    int age;
    Animal1()
    {
        age=2;
        System.out.println("Zero Param Animal Cons");
    }
    Animal1(int age)
    {
        this.age=age;
        System.out.println(" Param Animal Cons");
    }
}
class Lion extends Animal1
{
    //int age;
    int noOfLegs;
    Lion()
    {
        System.out.println("Zero Param Lion Cons");
    }
    Lion(int noOfLegs)
    {
        //super()
        this.noOfLegs=noOfLegs;
        System.out.println(" Param Lion Cons");
    }
    void disp()
    {
        System.out.println(age);
        System.out.println(noOfLegs);
    }
}
public class LaunchInH5
{
    public static void main(String[] args)
    {
        Lion lion=new Lion();
        lion.disp();
        Lion lion2=new Lion(4);
        lion2.disp();
    }
}
```

Zero param
param

Heap



Lion2

also
use

```

class Animal1
{
    int age;

    Animal1()
    {
        age=2;
        System.out.println("Zero Param Animal Cons");
    }

    Animal1(int age)
    {
        this.age=age;
        System.out.println(" Param Animal Cons");
    }
}

class Lion extends Animal1
{
    int noOfLegs;

    Lion()
    {
        //super();
        this(4);
        System.out.println("Zero Param Lion Cons");
    }

    Lion(int noOfLegs)
    {
        //super();
        super(6);
        this.noOfLegs=noOfLegs;
        System.out.println(" Param Lion Cons");
    }

    void disp()
    {
        System.out.println(age);
        System.out.println(noOfLegs);
    }
}

public class LaunchInH5
{
    public static void main(String[] args)
    {
        Lion lion=new Lion();
        lion.disp();

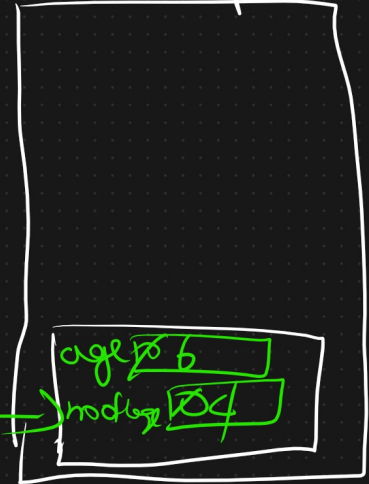
        Lion lion2=new Lion(4);
        lion2.disp();
    }
}

```

console

Param Animal Cons
 Param Lion Cons
 6
 4

Heap



Lion

```

    int age;

    Animal1()
    {
        age=2;
        System.out.println("Zero Param Animal Cons");
    }

    Animal1(int age)
    {
        this.age=age;
        System.out.println(" Param Animal Cons");
    }
}

class Lion extends Animal1
{
    int noOfLegs;

    Lion()
    {
        //super();
        super(6);
        System.out.println("Zero Param Lion Cons");
    }

    Lion(int noOfLegs)
    {
        this();
        this.noOfLegs=noOfLegs;
        System.out.println(" Param Lion Cons");
    }

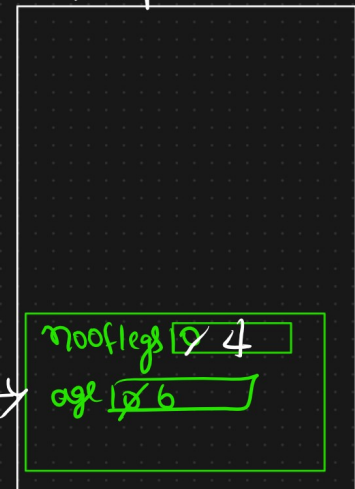
    void disp()
    {
        System.out.println(age);
        System.out.println(noOfLegs);
    }
}

public class LaunchInH5
{
    public static void main(String[] args)
    {
        Lion lion2=new Lion(4);
        lion2.disp();
    }
}

```

Param Animal Cons
 Zero Param Lion Cons
 Param Lion Cons
 6
 4

Heap area



Lion2

⇒ Package :- domainName . comp . → Jav

Calcu ⇒ — com.telusko . Calc . add ↓ 4 files
— add
— sub
— mul
—

4 Access Modifiers || Specifiers

public
protected
default
private

class
var
method
constructor

↑ default

○ void disp()

↑ default

○ int a;

private int age;

y

public void disp()

y

protected void disp()

y

y

Q: intage;

	within same class?	with same package d/f class	outside package d/f class but $\neq A$	outside package d/f class no relationship
<u>Public</u>	✓	✓	✓	✓
protected	✓	✓	✓	✗
default	✓	✓	✗	✗
private	✓	✗	✗	✗

=>

Visibility increasing

↑
 public
 protected
 default
 private
 ↓

visibility decreased = !