

# JAVA PACKAGE

## PACKAGE [ FOLDER / CONTAINER / DIRECTORY]

- Set of classes and interfaces are grouped into a single entity is called as packages
- Packages are containers for both classes and interfaces.
- Packages are stored in a hierarchical order (tree order) and explicitly [imported into class definition](#).
- Package statements are [usually placed at the top of the program code](#).

## TYPES OF PACKAGES

- In java, the package is classified as two types. They are
  1. System packages / Java API / Java Standard Library (JSL)
  2. User Definied Packages

## 1. SYSTEM PACKAGES (JSL)

- It is **builtin java package**
- It is used to **import single class or entire package** (whole classes) at a time
- It is arranged in **hierarchical order** (tree order)
- It is placed at the top of the program code
- The main package is “**java**”. It contains several sub packages. These packages contain various classes. These built-in classes contain several built-in methods.
- **Examples of java standard packages**
  - java.util.\*, java.io.\*, java.net.\*, java.sql.\*, java.awt.\*, etc, ...

### Default package

java.lang.\*,

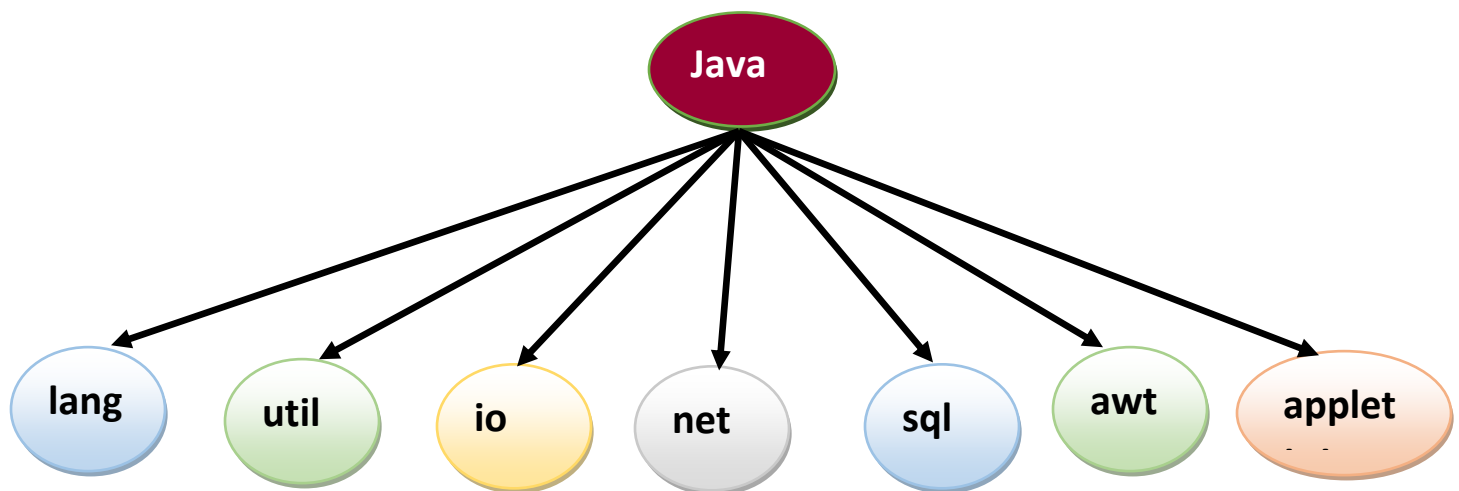
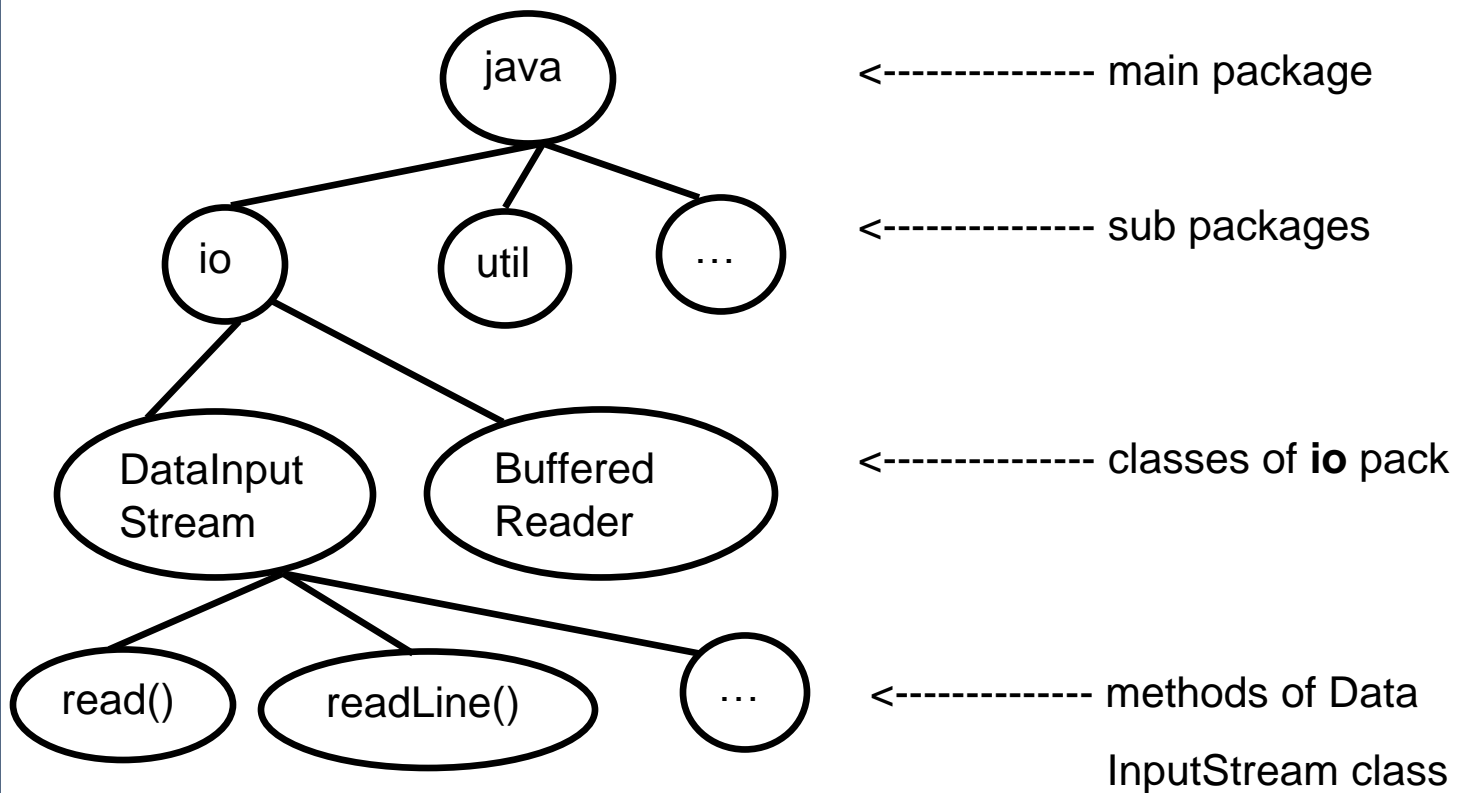


Figure. Java System Packages (JSL)

**SYSTEM PACKAGES LIST**

S.N	Name of the Package	Meaning / Purpose
1.	java.lang.* (language package)	<ul style="list-style-type: none"><li>- <b>default package</b> in java</li><li>- supports the basic features of java</li><li>- supports <b>strings, threads</b> &amp; mathematical operations</li><li>- supports <b>exception handling</b>.</li></ul>
2.	java.io.*	<ul style="list-style-type: none"><li>- contains the classes for input and output operations</li><li>- handling <b>runtime input, file</b> and <b>directory</b> related operations.</li></ul>
3.	java.util.* (utility package)	<ul style="list-style-type: none"><li>- supports <b>vectors, random numbers, time &amp; calendar</b>.</li><li>- supports data structures like <b>hashtable, linkedlist, treeset, treemap, stack, queue</b>, etc..</li></ul>
4.	java.awt.* (abstract window toolkit)	-supports for windows GUI applications.
5.	java.sql.*	<ul style="list-style-type: none"><li>- supports java database programming operations like CRUD</li><li>- JDBC API(Application Programming Interface)</li></ul>
6.	java.net.*	- supports networking related operations
7.	java.applet.*	- supports java applet applications

## Example



## IMPORTING CLASSES / ACCESSING CLASSES

- We can import the class from the particular package using two ways. namely
  - (a) Full path of the class
  - (b) Using **import** keyword.

### (a) Full path of the class

- Here, **no need to import system packages (built-in packages) at the beginning of the program**
- In this method, the class name and package names are explicitly given.

## Syntax

```
java.<package-name>.class-name;
```

## Example

```
java.io.DataInputStream ds=new java.io.DataInputStream();
```

## (b) using the import keyword

- Here we can import / access a particular class or entire package using import keyword.
- The builtin package must be imported at the beginning of the program using import keyword

## Syntax

```
import package-name.class-name; // import only specified class  
import package-name.*;          // import all classes
```

## Example

```
import java.util.*              // import all classes from util package  
import java.io.Scanner;         // import only Scanner class
```

## Note

- It is important to note that, the \* operator will import all the builtin classes, interfaces from the mentioned package
- But it will not import sub packages
- If we want to import the sub package, then we should mention the subpackage name in the import statement.

## STATIC IMPORT

- In addition to classes, **static fields and methods can also be imported** from packages with help of static import.
- It **eliminates the need of using class name before static members**.
- Static import is similar to normal import. But it uses the static keyword **after the import statement**.

### Example

- If we use the static import like “**import static java.lang.Math.\*;**”, the following statement is enough. (static import)

```
double rs=pow(5,2);
```

- No need to use the following statement (normal import)

```
double rs=Math.pow(5,2);
```

## NOTE

- Unlike normal import, it is important to note that, **the meta character “\*\*” should be used at the end of the static import statement**.

## Using Static Import

Calc.java

```
import static java.lang.Math.*;
public class Calc
{
    public static void main(String[] a)
    {
        double st=pow(5,3);           // without using class name
        System.out.println("Power of 5-3 : "+st);
    }
}
```

### Output

Power of 5-3 : 125.0

## Using Normal Import

### Calc.java

```
import java.lang.Math;           // no need to use * operator here
public class Calc
{
    public static void main(String[] a)
    {
        double st=Math.pow(5,3);    // with using class name
        System.out.println("Power of 5-3 : "+st);
    }
}
```

### Output

Power of 5-3 : 125.0

## NAMING CONVENTIONS

- In java, first letter of the class names usually begin with an uppercase letter and the remaining characters are written in lowercase letters.
- Package names and methods are usually written in lowercase letters to distinguish from package.
- The package, class and method can be named using the standard java naming rules.
- Package name must be unique to avoid ambiguity.



## 2. USER DEFINED PACKAGE

- It is created by the user using **package** keyword
- It can contain multiple java source files (.java)
- It is used to organize set of files

### STEPS FOR CREATING USER DEFINED PACKAGE

1. Create a directory which has the same name as the package name
2. Open the editor and declare the **package at the beginning of the code**

#### Syntax

```
package package-name;
```

#### Example

```
package info;
```

3. Write class definitions (Creating source code)
4. Save the file (with .java extension) in the directory (current directory) as name of class.java
5. Compile this file **using java compiler**. After the successful compilation, class file (.byte code) will be created in the same directory

#### Note

- A java package can have more than one classes.
- But package allows source file with **only one one public class** (with .java extension) and several non public classes.

## PACKAGE HIERARCHY

- It is possible to create the sub packages (package hierarchy)
- This is done by specifying the multiple names in a main package statement. Each sub packages are separated by **dot operator**.

### Example (System Package)

```
import java.io.*;           // JSL
```

where,

java        ← main package

io         ← sub package

### Example (User Defined Package (UDP))

```
package first.second;       // UDP
```

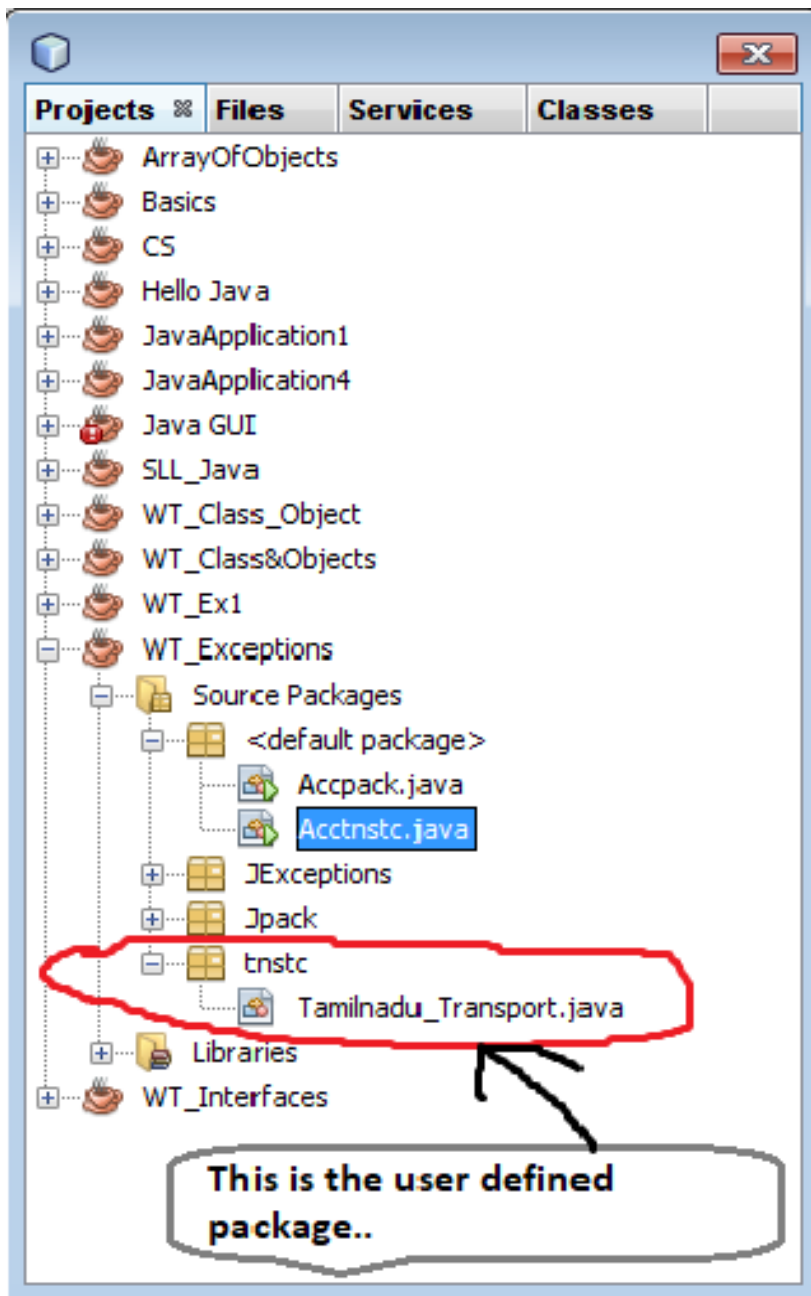
where,

first       ← main package

second     ← sub package

## I. ACCESSING SINGLE CLASS OF SAME PACKAGE

### PACKAGE DETAILS



Package name	:	tnstc
No of files	:	1 (Tamilnadu_Transport.java)
No of classes	:	1 (Tamilnadu_Transport)

## 1. SOURCE CODE

### (a) Implementation Class [Compiled Class] / Developer Source Code

(Tamilnadu\_Transport.java)

```
package tnstc;
public class Tamilnadu_Transport
{
    public void tptc()    // essential information
    {
        System.out.println("Welcome to Thanthai Periyar Transport
        Corporation-Villupuram");
    }
    public void setc()    // essential information
    {
        System.out.println("Welcome to State Express Transport
        Corporation-Chennai");
    }
    public void atc()    // essential information
    {
        System.out.println("Welcome to Anna Transport Corporation-
        Salem");
    }
    public void mtc()    // essential information
    {
        System.out.println("Welcome to Pallavan Transport Corporation-
        Chennai");
    }
    public void mgr()    // essential information
    {
        System.out.println("Welcome to MGR Transport Corporation-
        Kanchipuram(Villupuram)");
    }
}
```

```
}
```

## (b) Accessing Class [Essential Features] / Client Application

### Acctnstc.java

```
// import user defined package as system package
```

```
import tnstc.*;
```

```
public class Acctnstc
```

```
{
```

```
// main method
```

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

```
    {
```

```
        System.out.println("=====");
```

```
        System.out.println("\t\tAccessing TNSTC Package");
```

```
        System.out.println("=====");
```

```
// object creation for tnstc.Tamilnadu_Transport class
```

```
    Tamilnadu_Transport obj=new Tamilnadu_Transport();
```

```
    obj.tptc();           // essential feature
```

```
    System.out.println("-----");
```

```
    obj.atc();           // essential feature
```

```
    System.out.println("-----");
```

```
    obj.mgr();           // essential feature
```

```
    System.out.println("-----");
```

```
    obj.setc();           // essential feature
```

```
    System.out.println("-----");
```

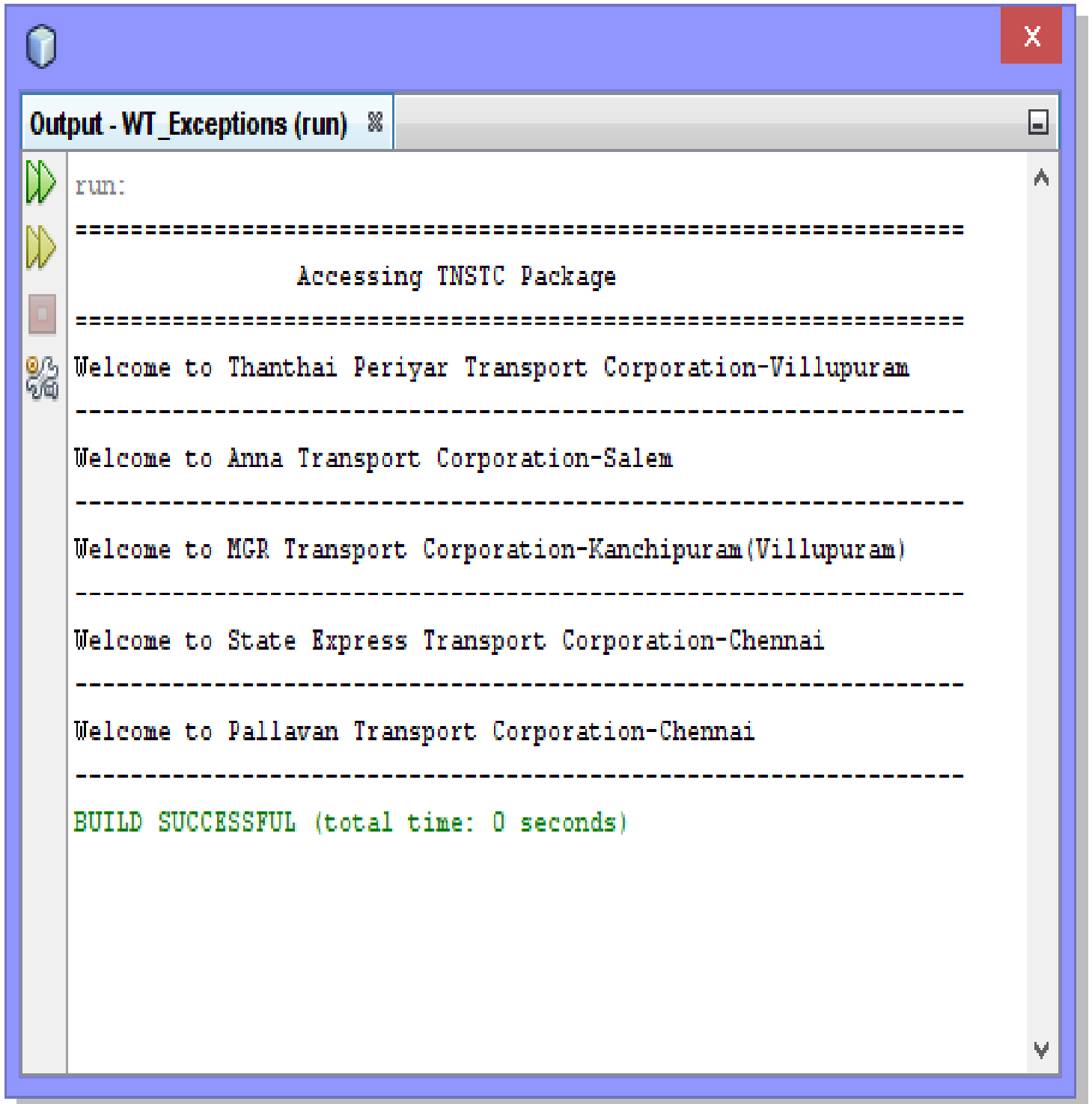
```
    obj.mtc();           // essential feature
```

```
    System.out.println("-----");
```

```
    }
```

```
}
```

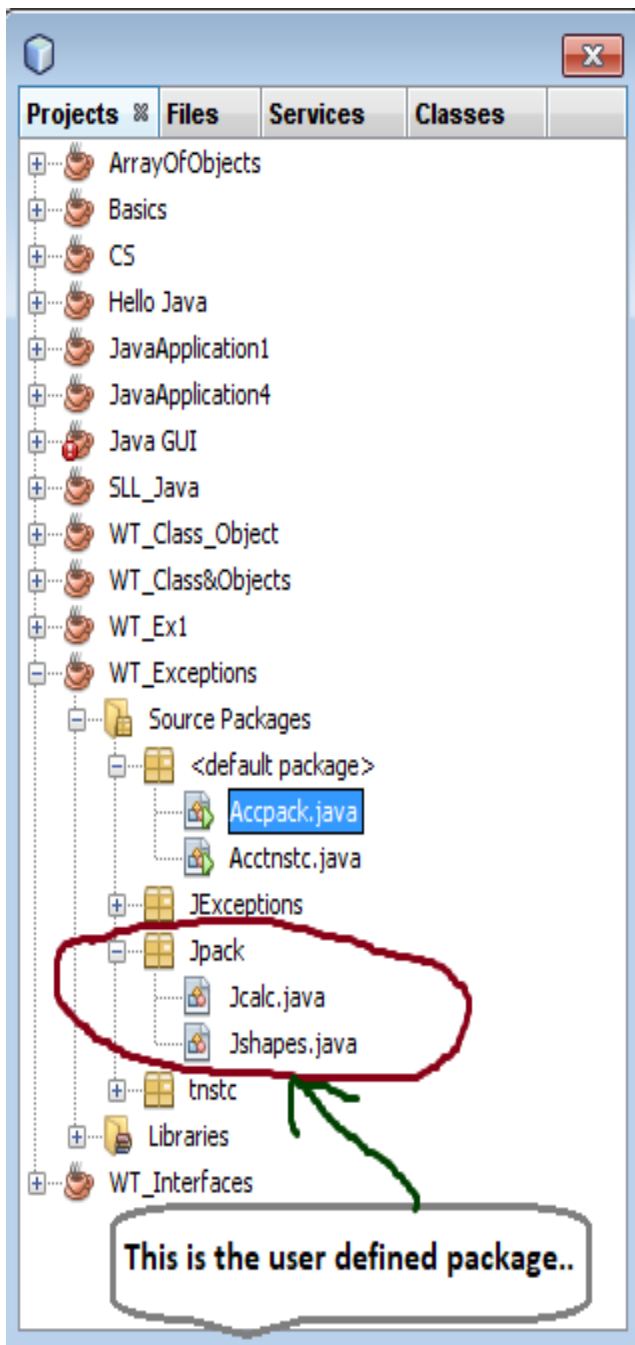
## 2. OUTPUT



```
run:
=====
                Accessing TNSJC Package
=====
Welcome to Thanthai Periyar Transport Corporation-Villupuram
-----
Welcome to Anna Transport Corporation-Salem
-----
Welcome to MGR Transport Corporation-Kanchipuram(Villupuram)
-----
Welcome to State Express Transport Corporation-Chennai
-----
Welcome to Pallavan Transport Corporation-Chennai
-----
BUILD SUCCESSFUL (total time: 0 seconds)
```

## II. ACCESSING MULTIPLE CLASSES OF SAME PACKAGE

### PACKAGE DETAILS



Package name	:	Jpack
No of files	:	2 (Tamilnadu_Transport.java)
No of classes	:	2 {Jcalc.java, Jshapes.java}

## 1. SOURCE CODE

### (a.1) Implementation Class [Compiled Class] / Developer Code

#### 1. Jcalc.java

```
package Jpack;
public class Jcalc
{
    // add the two numbers
    public int add(int a, int b)           // essential information
    {
        return (a+b);
    }
    // subtract the two numbers
    public int sub(int a, int b)           // essential information
    {
        return (a-b);
    }
    // multiply the two numbers
    public int mul(int a, int b)           // essential information
    {
        return (a*b);
    }
    // divide the two numbers
    public int div(int a, int b)           // essential information
    {
        return (a/b);
    }
    // power of two numbers
    public int power(int a, int b)         // essential information
    {
        int rs=1;
        if(a!=0)
```



```
        for(int i=0;i<b;i++)
        {
            rs*=a;
        }
    else
        rs=0;
    return rs;
}
}
```

## (a.2) Implementation Class [Compiled Class] / Client Application

### 2. Jshapes.java

```
package Jpack;
public class Jshapes
{
    // area of the Square
    public int square(int x)                // essential information
    {
        return (x*x);
    }
    // area of the Circle
    public double circle(int r)             // essential information
    {
        return(3.14*r*r);
    }
    // area of the Rectangle
    public long rectangle(int l,int w)      // essential information
    {
        return(l*w);
    }
}
```

**(b) Accessing Class [Essential Features]**

Accpack.java

// import user defined package as system package

import Jpack.\*;

public class Accpack

{

// main method

static public void main(String[] args)

{

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

System.out.println("\tAccessing Multiple classess of Jpack Package");

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

// create objects for Jcalc & Jshapes classes

Jcalc cc=new Jcalc();

Jshapes obj=new Jshapes();

System.out.println("\tAccessing Jcalc Class");

// call all the methods using calc object

int r1=cc.add(50, 50);

int r2=cc.mul(10, 10);

int r3=cc.div(200, 25);

int r4=cc.sub(500, 250);

int r5=cc.power(5, 3);

// print the results

System.out.println("Addition\t: "+r1);

System.out.println("Product\t\t: "+r2);

System.out.println("Divison\t\t: "+r3);

System.out.println("Subtraction\t: "+r4);

System.out.println("Power\t\t: "+r5);

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

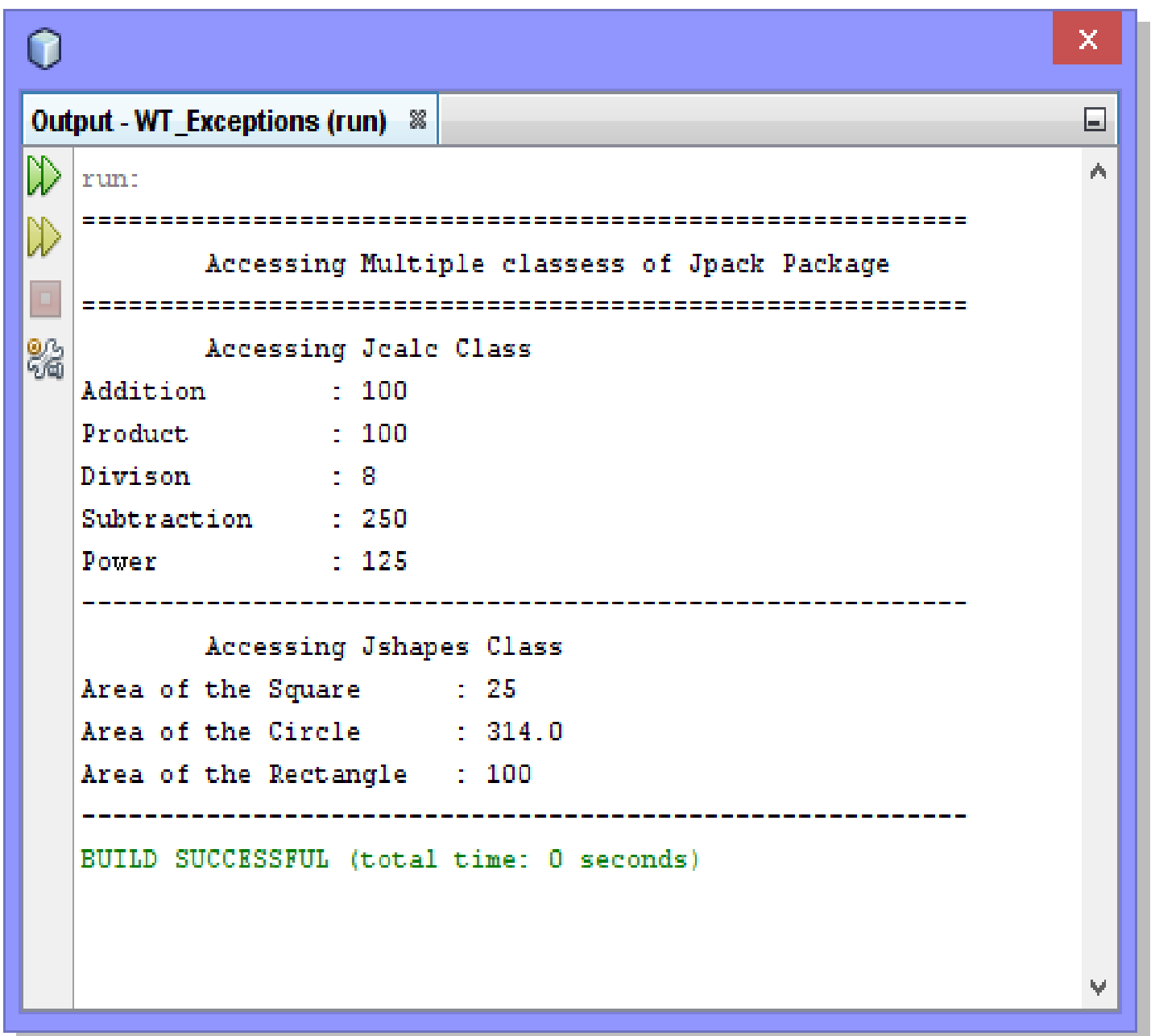
System.out.println("\tAccessing Jshapes Class");

// call all the methods using shape object

int r6=obj.square(5);

```
double r7=obj.circle(10);
long r8=obj.rectangle(20, 5);
// print the results
System.out.println("Area of the Square\t: "+r6);
System.out.println("Area of the Circle\t: "+r7);
System.out.println("Area of the Rectangle\t: "+r8);
System.out.println("-----");
}
}
```

## 2. OUTPUT



```
run:
=====
      Accessing Multiple classess of Jpack Package
=====
      Accessing Jcalc Class
Addition      : 100
Product       : 100
Divison       : 8
Subtraction   : 250
Power         : 125
-----
      Accessing Jshapes Class
Area of the Square      : 25
Area of the Circle      : 314.0
Area of the Rectangle   : 100
-----
BUILD SUCCESSFUL (total time: 0 seconds)
```

## HIDING CLASSES FROM PACKAGES

- It is possible to hide various classes from mentioned package.
- When we import a particular package using \* symbol, **only all public classes are imported**. But all **non public classes are omitted**. In this way, we can hide any classes based on the demands.

### Example

```
package itmit;
```

```
class firstyear                                // hidden
```

```
{
```

```
    // user code
```

```
}
```

```
public class secondyear                        // visible any where.
```

```
{
```

```
    // user code
```

```
}
```

```
class thirdyear                                // hidden
```

```
{
```

```
    // user code
```

```
}
```

```
...
```

```
import itmit.*;
```

```
firstyear fy=new firstyear();                 // error: firstyear is not available
```

```
secondyear sy=new secondyear();               // OK: secondyear is available
```

```
thirdyear ty=new thirdyear();                 // error: thirdyear is not available
```

**Note**

- Here classes firstyear and thirdyear are not accessible. Since they are not public.
- These classes are used internally in their own package. This is called as hiding classes.