

# Access specifiers

11/10/22

- ↳ It specifies the access, from where data members/ function can be accessed.
- ↳ It can apply to class, method, data
- ↳ 4 specifiers - Public, Private, Protected, Default
  1. Public - Can be accessed from anywhere
  2. Private - Inside a class only
  3. Default - Inside same package
  4. Protected -
- Refer sir's notes for sample code for access modifiers

## Types of Inheritance

1. Single inheritance
2. Multilevel inheritance not allowed in java
3. Hierarchical inheritance

## Final keyword

'final' is a keyword & it can be used with class, data member and member functions

- Final variable → once data initialised, no change can be made
- Final method → Final method can't be overridden by child class
- Final class → A final class can not be inherited

---

## Abstract class & method

Abstract method - method without body or without definition

```
Ex    class Demo {  
        abstract void myfun(); // abstract method  
    }
```

## Abstract class

- ↳ Objects of abstract class can't be generated
- ↳ An abs method can have zero or more abs methods

### Concrete method

↳ - If there is any abstract method in a class then that class will be considered an abstract class.

---

Can we make a class/method final as well as abstract?

→ No.

↳ final - It is final & can not be overridden

↳ Abstract - It is abstract & it must be overridden in child class

↳ final - class can not be inherited

↳ Abstract - class should be inherited, if it is to be used



↳ we can store child class object in parent class reference type

Ex: c1 First

c1 second

c1 demo

First f;

f = new second();

f.fun1();

f.fun2();

obj = of second

ref = of first

← stored in second class

— Any class reference type can keep the reference of,  
↳ its own object ↳ reference of its child class object

Take a note from sir's notes  
↳

## Binding

- ↳ Association (linking) between method call & method definition.
- ↳ Binding takes place either at compile or run time
  - ↳ If binding happens at a compile time then it is static binding.
  - ↳ Binding at runtime is dynamic binding.
- All final, private, static — Binding @ compile
- In method overriding dynamic binding occurs

---

## Method Hiding (static method overriding)

- ↳ static method of parent class can't be overridden by child class
  - ↳ It can be done so by redefining that static method with the same signature i.e. method hiding



- compiler checks for reference values' location

## - Polymorphism

- ↳ method overloading & overriding
- ↳ refer sir's program of different shapes
- ↳ calling calArea & printArea method for multiple shapes

## Garbage Collection

↳ when object is of no use, that memory need to be freed

Q. which objects are eligible for garbage collect?

↳ The objects whose reference are stored nowhere

↳ GC done by JVM periodically

↳ for manual intervention -

System.gc() or  
System.getRuntime().gc();