

"Concept && Coding" YT Video Notes

- POJO Class
- Enum Class
 - Normal Enum Class
 - Enum with Custom Values
 - Method Override by Constants
 - Abstract method in Enum
 - Interface implementation in Enum
 - What's the advantage of Enum class
- Final Class
- Singleton Class
 - Eager Initialization
 - Lazy Initialization
 - Synchronization Block
 - Double Lock
 - Bill Pugh Solution
- Immutable Class
- Wrapper Class

POJO Class:

- Stands for "Plain Old Java Object".
- Contains variables and its getter and setter methods.
- Class should be public.
- Public default constructor.
- No annotations should be used like @Table, @Entity, @Id etc..
- It should not extend any class or implement any interface.

```
Public class student {  
int name;  
private int rollNumber;  
protected String address;  
  
Public int getName () {  
return name;  
}  
Public void setName(int name) {
```

```
this.name=Name;  
}  
Public int getRollNumber () {  
return rollNumber;  
}  
public void setRollNumber(int rollNumber) {  
this.rollNumber= rollNumber;  
}  
public string getAddress() {  
return address;  
}  
public void setAddress (String Address) {  
this.address=address;  
}  
}
```

ENUM Class:

- ✓- It has a collection of CONSTANTS (variables which values can not be changed)
 - Its CONSTANTS are static and final implicitly (we do not have to write it).
 - It can not extend any class, as it internally extends java.lang.Enum class
 - It can implement interfaces.
 - It can have variables, constructor, methods.
 - It can not be initiated (as its constructor will be private only, even you give default, in bytecode it make it private)
 - No other class can extend Enum class
 - It can have abstract method, and all the constant should implement that abstract method.

Normal Enum class:

```
public enum EnumSample{  
  
    MONDAY,  
    TUESDAY,  
    WEDNESDAY,  
    THURSDAY,  
    FRIDAY,  
    SATURDAY,  
    SUNDAY;  
}
```

```
public class Main {  
    public static void main(String args[]) {  
  
        /*Common functions which is used  
         - values()  
         - Ordinal()  
         - valueOf()  
         - name()  
         */  
  
        //1. usage of Values() and ordinal()  
        for(EnumSample sample : EnumSample.values()){  
            System.out.println(sample.ordinal());  
        }  
  
        //2. usage of ValueOf() and name()  
        EnumSample enumVariable = EnumSample.valueOf( name: "FRIDAY");  
        System.out.println(enumVariable.name());  
    }  
}
```

Output:

```
0 ✓  
1 ✓  
2 ✓  
3 ✓  
4 ✓  
5 ✓  
6 ✓  
FRIDAY ✓
```

Enum with custom values:

```
public enum EnumSample{  
MONDAY( 101 , "1st day of the week"),  
TUESDAY(102 , "2nd day of the week"),  
WEDNESDAY(103 , "3rd days of the week"),  
THURSDAY(104 , "4th day of the week"),  
FRIDAY(105 , "5th day of the week"),  
SATURDAY(106 , "its 1st WeekOff"),  
SUNDAY(107 , "its 2nd WeekOff");
```

```
private int val;  
private String comment;  
EnumSample(int val, String comment){
```

```
this.val = val;
this.comment = comment;
}
public int getVal(){
return val;
}
public String getComment(){
return Comment;
}
public static EnumSample getEnumFromValue(int Value){
for(EnumSample sample : EnumSample.Values() ){
if(sample.val==value){
return sample;
}
}
return null;
}
}
```

```
public class Main {
    public static void main(String args[] ) {
        EnumSample sampleVar = EnumSample.getEnumFromValue(107);
        System.out.println(sampleVar.getComment());
    }
}
```

Method Override by Constant:

```
public enum EnumSample{
    MONDAY{
        @Override
        public void dummyMethod(){
            System.out.println("Monday dummy Method");
        }
    },
    TUESDAY,
    WEDNESDAY,
    THURSDAY,
    FRIDAY,
    SATURDAY,
    SUNDAY;

    public void dummyMethod(){
        System.out.println("default dummy Method");
    }
}
```

```
public class Main {
    public static void main(String args[]) {
        EnumSample fridayEnumSample = EnumSample.FRIDAY;
        fridayEnumSample.dummyMethod();

        EnumSample mondayEnumSample = EnumSample.MONDAY;
        mondayEnumSample.dummyMethod();
    }
}
```

Output:

```
default dummy Method  
Monday dummy Method
```

Enum with Abstract method:

```
public enum EnumSample{  
  
    MONDAY {  
        public void dummyMethod(){  
            System.out.println("in Monday");  
        }  
    },  
    TUESDAY{  
        public void dummyMethod(){  
            System.out.println("in Tuesday");  
        }  
    },  
    SUNDAY{  
        public void dummyMethod(){  
            System.out.println("in Sunday");  
        }  
    };  
  
    public abstract void dummyMethod();  
}
```

```
public class Main {  
    public static void main(String args[]) {  
        EnumSample mondayEnumSample = EnumSample.MONDAY;  
        mondayEnumSample.dummyMethod();  
    }  
}
```

Output:

in Monday



Enum implement interface:

```
public interface MyInterface {  
  
    public String toLowerCase();  
}
```

```
public enum EnumSample implements MyInterface{
    MONDAY,
    TUESDAY,
    WEDNESDAY,
    THURSDAY,
    FRIDAY,
    SATURDAY,
    SUNDAY;

    @Override
    public String toLowerCase() {
        return this.name().toLowerCase();
    }
}
```

```
public class Main {
    public static void main(String args[]) {
        EnumSample mondayEnum = EnumSample.MONDAY;
        System.out.println(mondayEnum.toLowerCase());
    }
}
```

Output:



monday

What's the benefit of ENUM class when we can create constant through "static" and "final" keyword?

```
public class WeekConstants {  
  
    public static final int MONDAY = 0;  
    public static final int TUESDAY = 1;  
    public static final int WEDNESDAY = 2;  
    public static final int THURSDAY = 3;  
    public static final int FRIDAY = 4;  
    public static final int SATURDAY = 5;  
    public static final int SUNDAY = 6;  
  
}
```

```
public enum EnumSample{  
    MONDAY,  
    TUESDAY,  
    WEDNESDAY,  
    THURSDAY,  
    FRIDAY,  
    SATURDAY,  
    SUNDAY;  
}
```

```
public class Main {  
    public static void main(String args[]) {  
  
        isWeekend( day: 2); //wednesday, so it will return false  
        isWeekend( day: 6); //sunday, so it will return true  
        isWeekend( day: 100); //this value is not expected, but still we are able to send this in parameter  
  
        //better readability & full control on what value we can pass in parameter  
        isWeekend(EnumSample.WEDNESDAY); // return false  
        isWeekend(EnumSample.SUNDAY); // return true  
  
    }  
  
    public static boolean isWeekend(int day){  
  
        if(WeekConstants.SATURDAY == day || WeekConstants.SUNDAY == day){  
            return true;  
        }  
        return false;  
    }  
  
    public static boolean isWeekend(EnumSample day){  
  
        if(EnumSample.SATURDAY == day || EnumSample.SUNDAY == day){  
            return true;  
        }  
        return false;  
    }  
}
```

FINAL CLASS:

- Final class can not be inherited

```
public final class TestClass {  
}
```

