# Abstract classes

# Agenda

**1** **Abstract Classes**

# Abstract classes

# Abstract Classes

Any class that contains one or more abstract methods **must** also be declared abstract
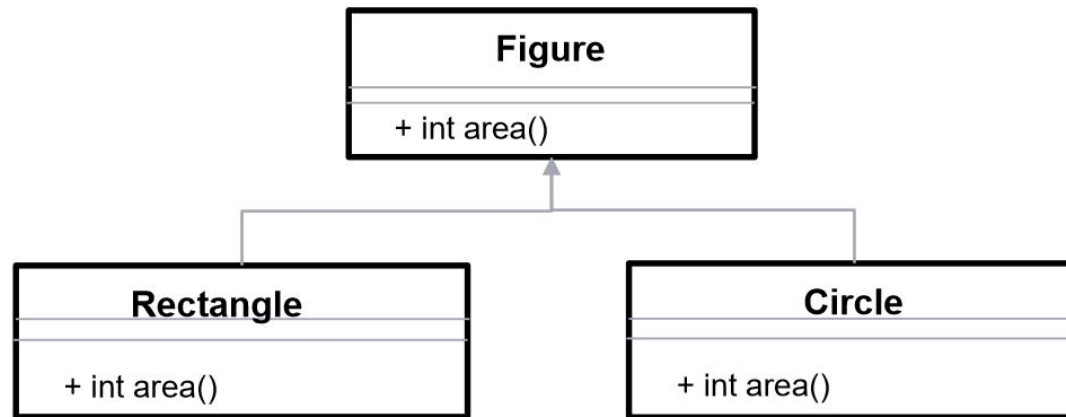
- It is perfectly acceptable for an abstract class to implement a concrete method

- You cannot create objects of an abstract class

- That is, an abstract class cannot be instantiated with the new keyword

- Any subclass of an abstract class must *either implement all of the abstract methods in the superclass, or be itself declared abstract.*

# Abstract Classes (Contd.).

- **The importance of abstract classes:**

- They define a generalized form **that will be shared by all of its subclasses**, so that **each subclass can provide specific implementations** of such methods.

  - Create a superclass that only defines a generalized form that will be shared by all of its subclasses

  - leaving it to each subclass to provide for its own specific implementations

  - Such a class determines the nature of the methods that the subclasses *must implement*

# Abstract Classes

- Let us see the below example of Figure class extended by Rectangle and Circle.

```
              ┌─────────────────────┐
              │       Figure        │
              ├─────────────────────┤
              │                     │
              ├─────────────────────┤
              │    + int area()     │
              └─────────────────────┘
```

```
┌─────────────────────┐    ┌─────────────────────┐
│      Rectangle      │    │       Circle        │
├─────────────────────┤    ├─────────────────────┤
│                     │    │                     │
├─────────────────────┤    ├─────────────────────┤
│    + int area()     │    │    + int area()     │
└─────────────────────┘    └─────────────────────┘
```

- In the above example area() for Figure class is more generic, so we cannot define it. It is meaningless ( did u got it ? )

- At Rectangle or Circle we can give the formula for area.

# Abstract Classes (Contd.).

- **abstract method** – It's a method declaration with no definition

- Abstract method in a superclass has to be overridden by all its subclasses.

  - A normal subclass must override all abstract methods available in Parent class.

  - Or, the subclass must be declared as abstract.

# Abstract Classes (Contd.).

- To use an abstract method, use this general form: **abstract type name(parameter-list);**

- Abstract methods do not have a body

- area method of Figure class made abstract as follows:

```
public abstract int area();
        // notice the ; in above line
```

# Revised Figure Class – using abstract

- There is no meaningful concept of area( ) for an undefined two-dimensional geometrical abstraction such as a Figure

- The following version of the program declares area( ) as abstract inside class Figure.

- This implies that class Figure be declared abstract, and all subclasses derived from class Figure must override area( ).

# Improved Version of the Figure Class Hierarchy

```java
abstract class Figure{
  double dimension1;
  double dimension2;
  Figure(double x, double y){
    dimension1 = x;
    dimension2 = y;
  }
  abstract double area();
}
```

# Improved Version of the Figure Class Hierarchy (Contd.).

```java
class Rectangle extends Figure{
  Rectangle(double x, double y){
    super(x,y);          }

  double area(){
    System.out.print("Area of rectangle is :");
    return dimension1 * dimension2;
  }
}


class Triangle extends Figure{
  Triangle(double x, double y){    super(x,y);    }
  double area(){
    System.out.print("Area for triangle is :");
    return dimension1 * dimension2 / 2;
  }
}
```

# Improved Version of the Figure Class Hierarchy (Contd.).

```
class FindArea{
  public static void main(String args[]){
    Figure fig;
    Rectangle r = new Rectangle(9,5);
    Triangle t  = new Triangle(10,8);
    fig = r;
    System.out.println("Area of rectangle is :" + fig.area());
    fig = t;
    System.out.println("Area of triangle is :" + fig.area());
  }
}
```

# Quiz

What will be the output for the below code ?

```
class Gbase{
public abstract void testBase();
}
public class Sample extends GBase{
   public static void main() {
    Sample ob = new Sample();
    ob.testBase();
   }
}
```

# Quiz(Contd.).

What will be the output for the below code ?

```
class abstract GBase{
public void testBase(){
System.out.println("Hello World");
}
}
public class Sample extends GBase{
    public static void main() {
     GBase ob = new GBase();
     ob.testBase();
    }
}
```

# Thank You