

Chapter 4.2

Packages and Interface

Package

- The package statement defines a name space in which classes are stored.
- If we omit the package statement, the class names are put into the default package, which has no name.
- While the default package is fine for short, sample programs, it is inadequate for real applications.
- General form of package:
 - package packagename;
- Java uses file system directories to store packages. For example, the .class files for any classes you declare to be part of MyPackage must be stored in a directory called MyPackage.
- Packages can be created in hierarchies:
 - package pkg1[.pkg2[.pkg3]];
- Example of package hierarchy:
 - package java.awt.image;
- needs to be stored in java/awt/image, java\awt\image, or java:awt:image on your UNIX, Windows, or Macintosh file system, respectively

Finding packages and classpath

- the Java run-time system uses the current working directory as its starting point.
- Thus, if our package is in the current directory, or a subdirectory of the current directory, it will be found.
- Second, we can specify a directory path or paths by setting the CLASSPATH environmental variable.

<pre>//File1.java Package Lab class ABC { } class XYZ { }</pre>	<pre>//File2.java Package Lab class PQR { } class EFG { }</pre>
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Access Protection

	Private	No modifier	Protected	Public
Same class	Yes	Yes	Yes	Yes
Same package subclass	No	Yes	Yes	Yes
Same package non-subclass	No	Yes	Yes	Yes
Different package subclass	No	No	Yes	Yes
Different package non-subclass	No	No	No	Yes

Importing Package

- To use classes, enumeration, etc defined within particular package, we have to import package.
- Syntax:
 - Import pkg1[.pkg2][.pkg3]....[.pkgN].(classname/*);
 - e.g
 - Import Lab.*; //import all classes of Lab package
 - Import Lab.ABC; //import only class ABC of lab package
 - Import Bim.Lab.*; //import all classes of sub package Lab //of Bim package

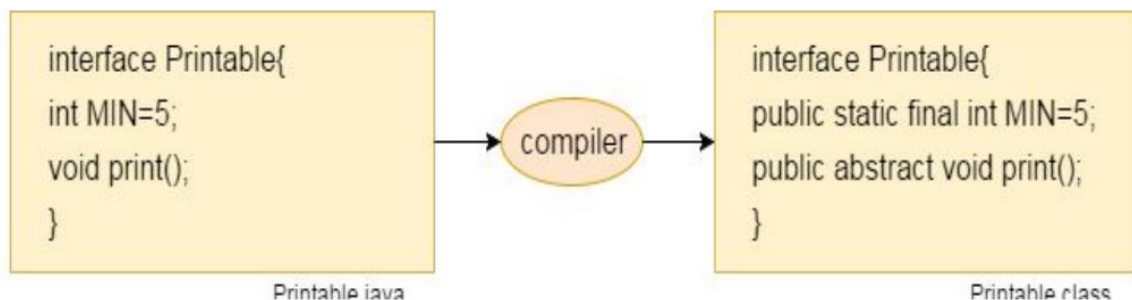
Interface

- An interface in java is a blueprint of a class. It has static constants and abstract methods.
- The interface in java is a mechanism to achieve abstraction.
- There can be only abstract methods in the java interface not method body. It is used to achieve abstraction and multiple inheritance in Java.
- It cannot be instantiated just like abstract class.

Defining an interface

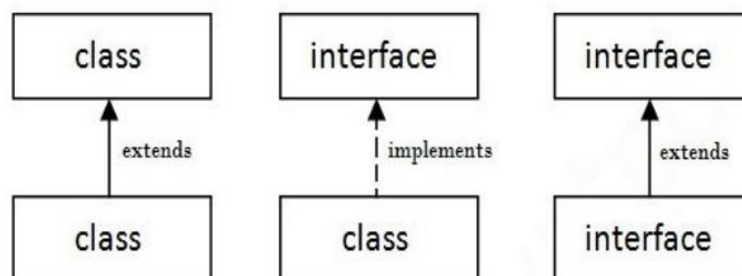
```
access interface name {
return-type method-name1 (parameter-list);
return-type method-name2 (parameter-list);
type final-varname1 = value;
type final-varname2 = value;
// ...
return-type method-nameN (parameter-list);
type final-varnameN = value;
}
```

Interface fields are public, static and final by default, and methods are public and abstract.



Understanding Relationships between classes and interfaces

A class extends another class, an interface extends another interface but a class implements an interface.



```

interface printable {
void print();
}
class A6 implements printable {
public void print() {System.out.println("Hello");}
public static void main(String args[]){
A6 obj = new A6();
obj.print();
}
}

```

```

interface Bank {
float rateOfInterest();
}
class SBI implements Bank {
public float rateOfInterest(){return 9.15f;}
}
class PNB implements Bank {
public float rateOfInterest(){return 9.7f;}
}
class TestInterface2 {
public static void main(String[] args) {
Bank b=new SBI();
System.out.println("ROI: "+b.rateOfInterest());
}
}

```

Output : ROI : 9.15

Variables in Interfaces

- We can use interfaces to import shared constants into multiple classes by simply declaring an interface that contains variables which are initialized to the desired values ,e.g:

```

interface testable2
{
    int a=1; //variable in interface
    int b=2; //
    void test2();
    int test1();
}

```

Nested Interface in Java

<pre> interface Test { interface Yes { void show(); } } class Testing implements Test.Yes { public void show() { System.out.println("show method of interface"); } } </pre>	<pre> class A { public static void main(String[] args) { Test.Yes obj; Testing t = new Testing(); obj=t; obj.show(); } } </pre>
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