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# Unit-3 package ,inheritance and interface

## Package

**PACKAGE in Java** is a collection of classes, sub-packages, and interfaces.

It helps organize your classes into a folder structure and make it easy to locate and use them. More importantly, it helps improve code reusability.

- **Types of Packages in Java**

1. Built-in Packages
2. User Defined Packages

### Built-in Packages

Built-in packages or predefined packages are those that come along as a part of [JDK](#) (Java Development Kit) to simplify the task of Java programmer. They consist of a huge number of predefined classes and interfaces that are a part of Java API's

- Some of the commonly used built-in packages are

1. **java.awt** : Contains classes for creating user interfaces and for painting graphics and images. Classes like Button, Color, Event, Font, Graphics, Image etc are part of this package.
2. **java.io** : Provides classes for system input/output operations. Classes like BufferedReader, BufferedWriter, File, InputStream, OutputStream, PrintStream, Serializable etc are part of this package.
3. **java.lang** : Contains classes and interfaces that are fundamental to the design of Java programming language. Classes like String, StringBuffer, System, Math, Integer etc are part of this package.

- 4 **java.net** : Provides classes for implementing networking applications. Classes like Authenticator, HttpCookie, Socket, URL, URLConnection, URLEncoder, URLDecoder etc are part of this package.
- 5 **java.sql** : Provides the classes for accessing and processing data stored in a database. Classes like Connection, DriverManager, PreparedStatement, ResultSet, Statement etc are part of this package.
- 6 **java.util** : Contains the collections framework, some internationalization support classes, properties, random number generation classes. Classes like ArrayList, LinkedList, HashMap, Calendar, Date, TimeZone etc are part of this package.

- 7 java. applet- it is useful for creating and implementing applet programming
- 8 java. text-this package has two important classes ,dateFormat to format date and time and numberFormat which is useful to numeric values

The package **java.lang** is automatically imported to every program

e.g `import java.util.Scanner;`

Here:

- **java** is a top level package
- **util** is a sub package
- and **Scanner** is a class which is present in the sub package **util**.

## User defined package

- User-defined packages are those which are developed by users in order to group related classes, interfaces and sub packages.
- **Creating a Package in Java**
- The programmer can also create the package. To create a package, you have to use the **package** keyword.
- Syntax
- **package** *packageName*;
- example
- **package** *myPackage*;

## Structure of package file

```
package packagename;  
public class classname  
{  
Body of class;  
}
```

e.g

```
package mypackage;  
public class simple  
{  
public Void display()  
{  
System.out.println("my package program");  
}  
}
```



- Compilation of package
- **syntax**
- `javac -d directory javafilename`
- `javac -d . simple.java`
- The `-d` is a switch that tells the compiler where to put the class file i.e. it represents destination. The `.(dot)` represents the current folder.
- **To Compile:** `javac -d . simple.java`
- **To Run:** `java mypackage.simple`

- How to access package from another package?
- There are two ways to access the package from outside the package.

1. `import package.*;`

If you use `package.*` then all the classes and interfaces of this package will be accessible but not subpackages.

e.g `import mypackage.*;`

2 . `import package.classname;`

If you import `package.classname` then only declared class of this package will be accessible.

e.g `import mypackage.simple;`

## Program to implement package concept

```
package mypackage;
public class simple
{
    public void display()
    {
        System.out.println("I m in vck ");
    }
}
```

- Save this file as simple.java
- Compile as javac -d . simple.java

- Use above package in another file as

```
import mypackage.simple;
class packdemo
{
public static void main (String args[])
{
simple s = new simple();
s.display();
}
}
```

Save this file as **packdemo.java**

Compile as **javac packdemo.java**

Run as **java packdemo**

```
package dd;
public class Demo
{
public int getSum(int num1, int num2)
{
int result;
result=num1+num2;
return result;
}
}
```

```
import dd.Demo;
class Tester
{
void disp()
{
System.out.println("Beep Beep");
}
public static void main(String[] args)
{
Tester obj=new Tester();
obj.disp();
demo ob=new demo();
int receive=ob.getSum(10,20);
System.out.println("The Result is
"+receive);
}
}
```