

A stylized logo on the left side of the slide. It features a thick, curved line that starts in orange at the bottom left, transitions to pink, and then to magenta as it curves upwards and to the right. The line forms a shape reminiscent of a stylized 'A' or a large, open 'C'.

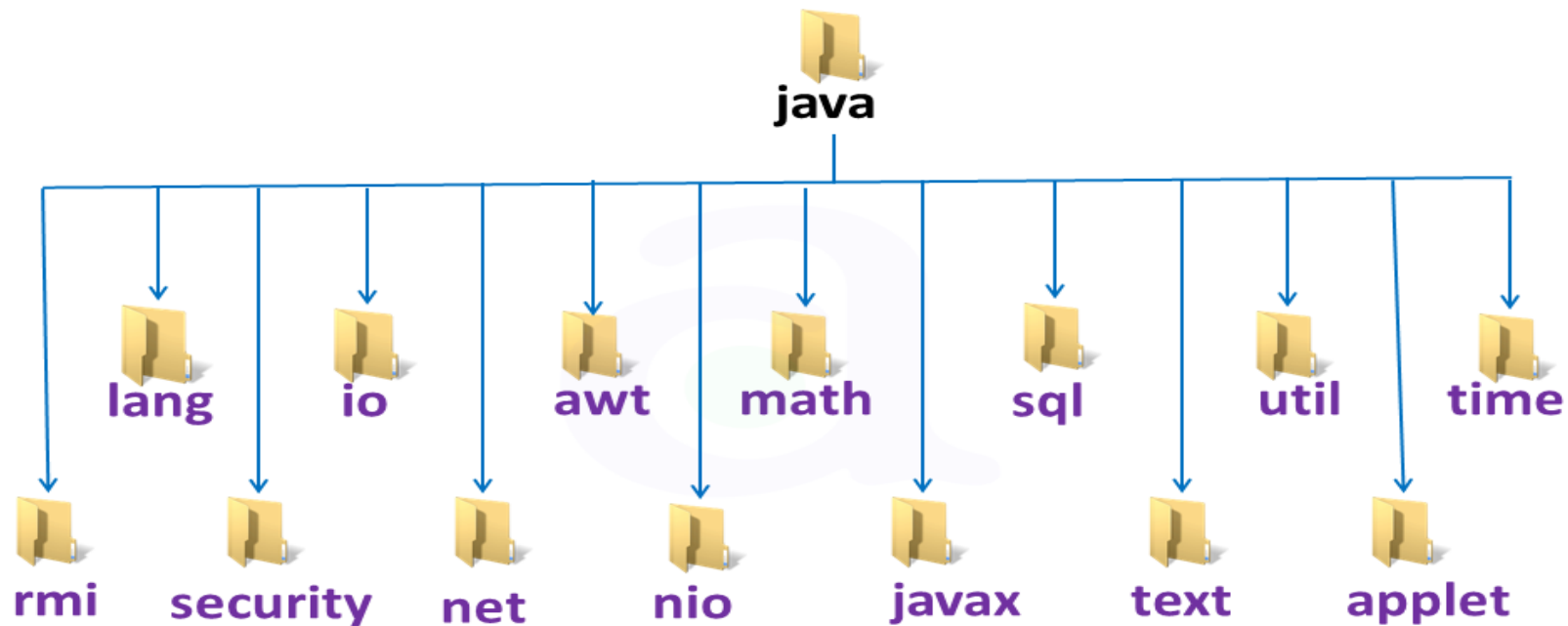
OOP

# Teme:

- Packages
- Access modifiers
- Classes
- Wrapper classes - Autoboxing and Unboxing
- Abstract classes, Interfaces
- Encapsulation
- Implicit & explicit inheritance
- Polymorphism
- Static

# Packages

- Svi entiteti moraju biti definirani u paketima, koji predstavljaju direktorije podatkovnog sustava



Izvor: <https://www.atnyla.com/tutorial/package-introduction/0/79>

# Access modifiers

## Access Levels

Modifier	Class	Package	Subclass	World
public	Y	Y	Y	Y
protected	Y	Y	Y	N
no modifier	Y	Y	N	N
private	Y	N	N	N

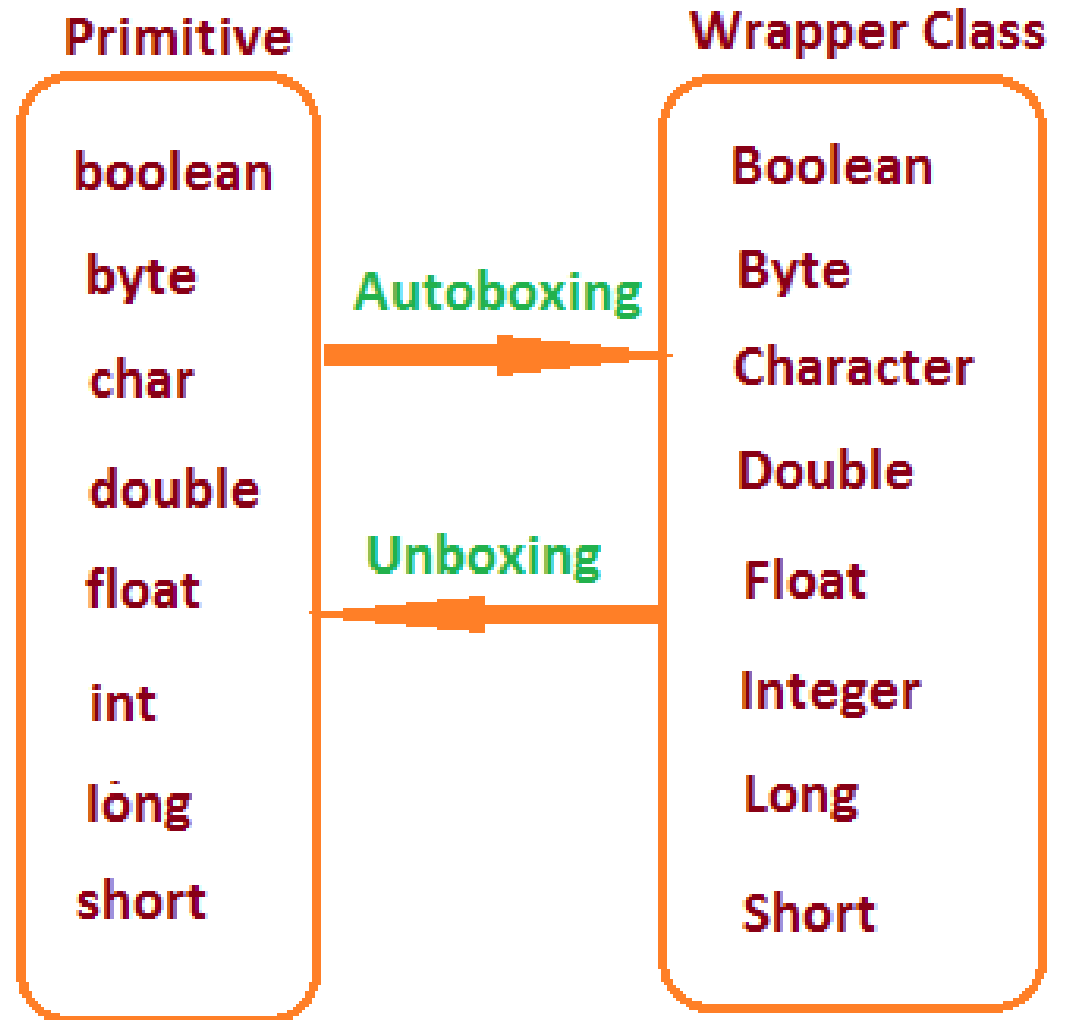
Izvor: <https://techdemic.com/java-modifiers/>

# Classes

- *template* za kreiranje objekata
- ime *javne* klase mora biti jednako imenu datoteke
- može se *otvoriti* konstruktorom, ali i getterima i setterima
- referentni tip vs. podatkovni tip
- *stack* vs. *heap*
- *final*
- *Garbage collector*

# Wrapper classes

- *Obuhvaća* primitivni tip
- Autoboxing  
`Integer x = 5;`
- Unboxing  
`int sum = x + 1;`



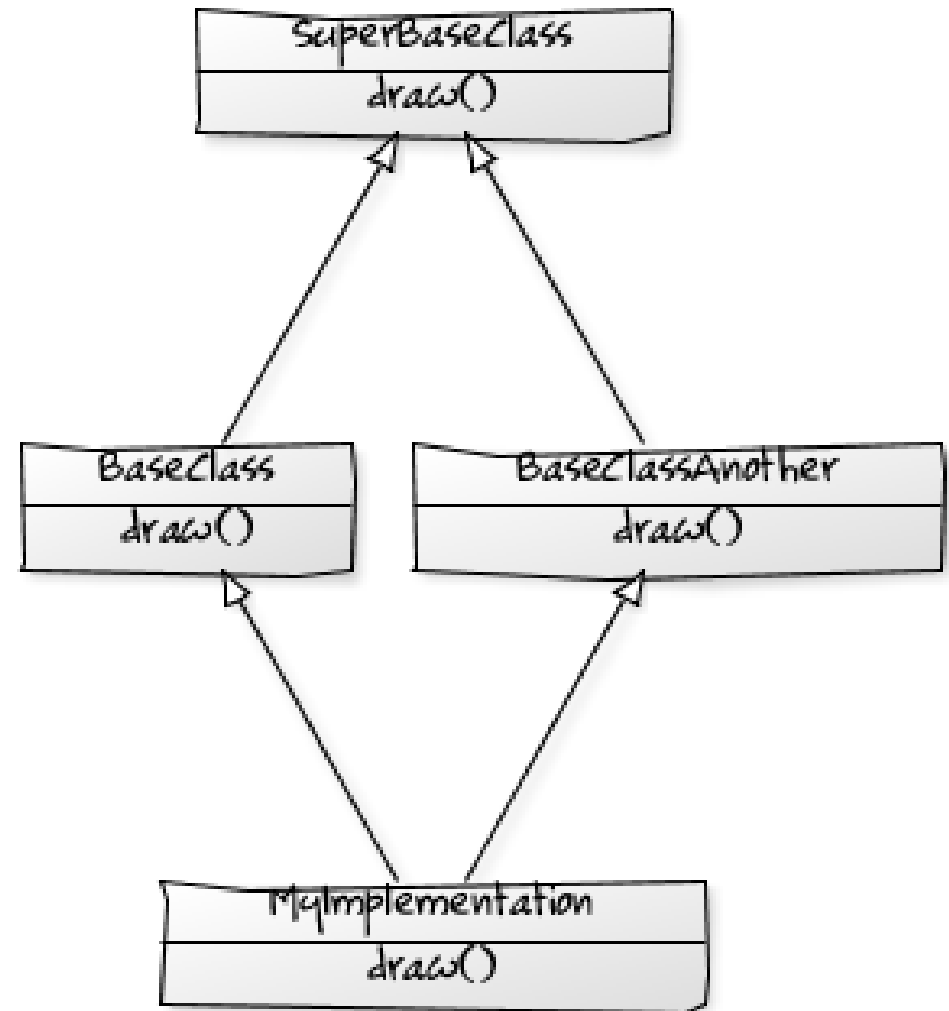
Izvor: <http://www.javatechblog.com/java/autoboxing-and-unboxing-in-java-with-example/amp/>

# Abstract Classes

- Može sadržavati apstraktne, ali i konkretne metode
- Ako postoji jedna apstraktna metoda, klasa je apstraktna
- Ne može se inicijalizirati
- Nasljednici moraju implementirati apstrakcije ili su i sami apstrakcija – *contract*
- Apstraktna klasa ne mora implementirati metode Interface-a

# Interfaces

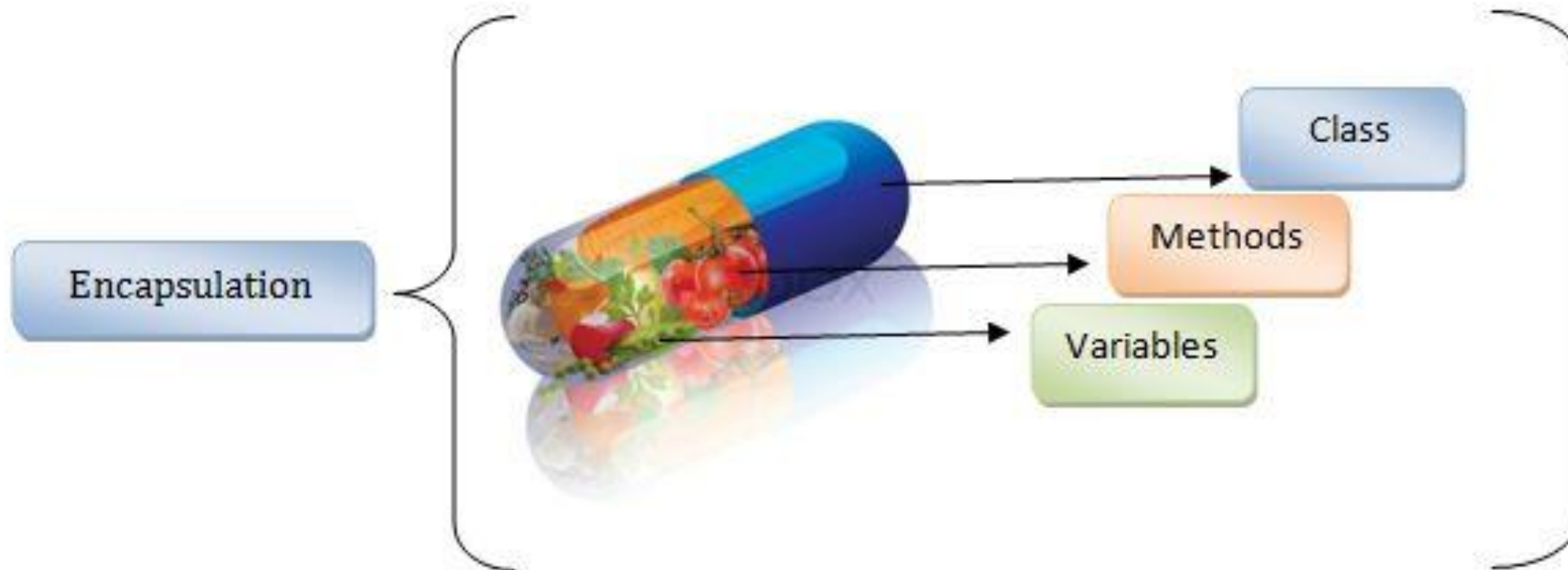
- Diamond problem
- Complete abstraction
- *public by default*



Izvor: <https://solution-0.blogspot.com/2018/05/62-info-how-java-solve-diamond-problem.html>

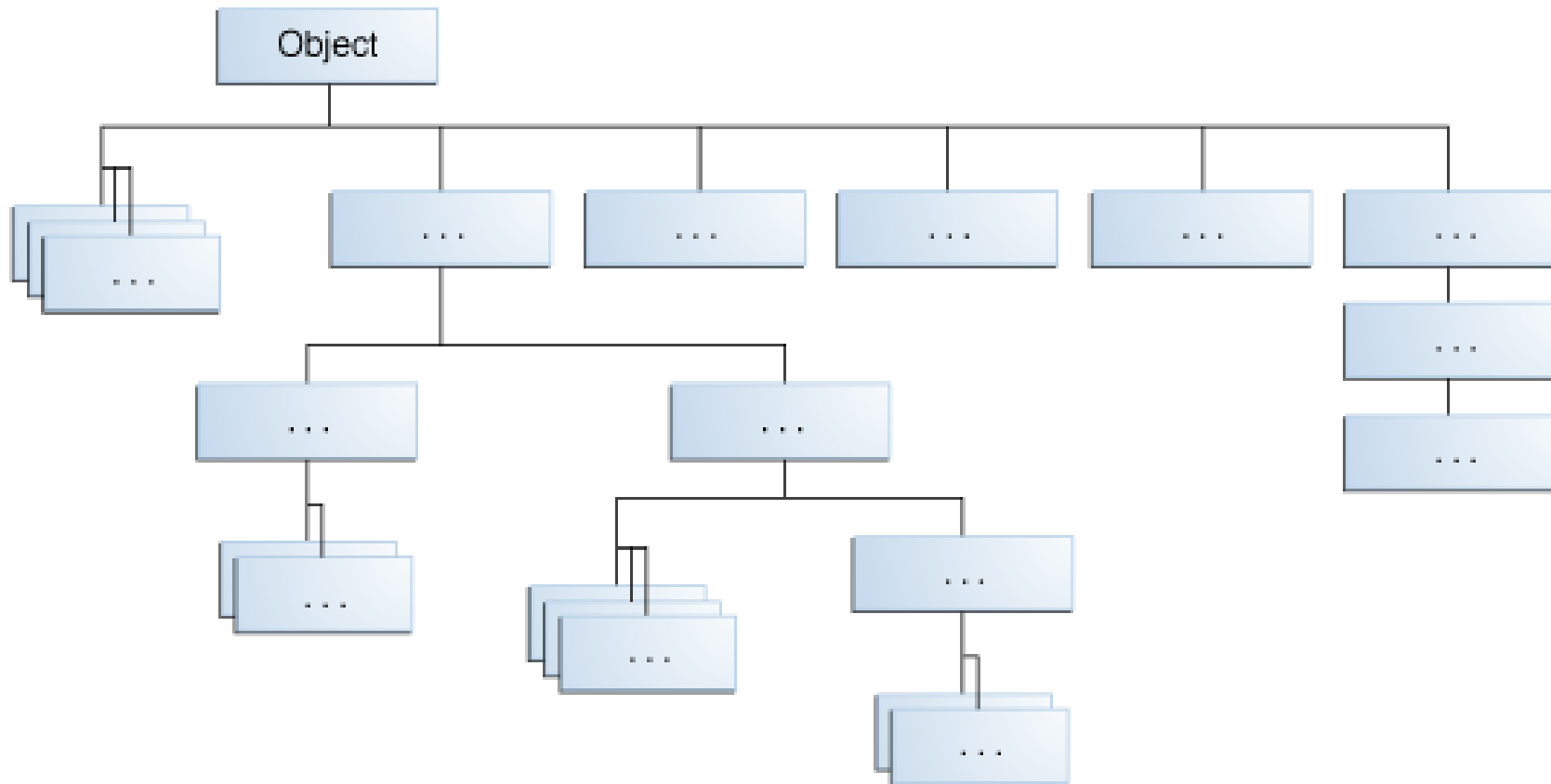


# Encapsulation



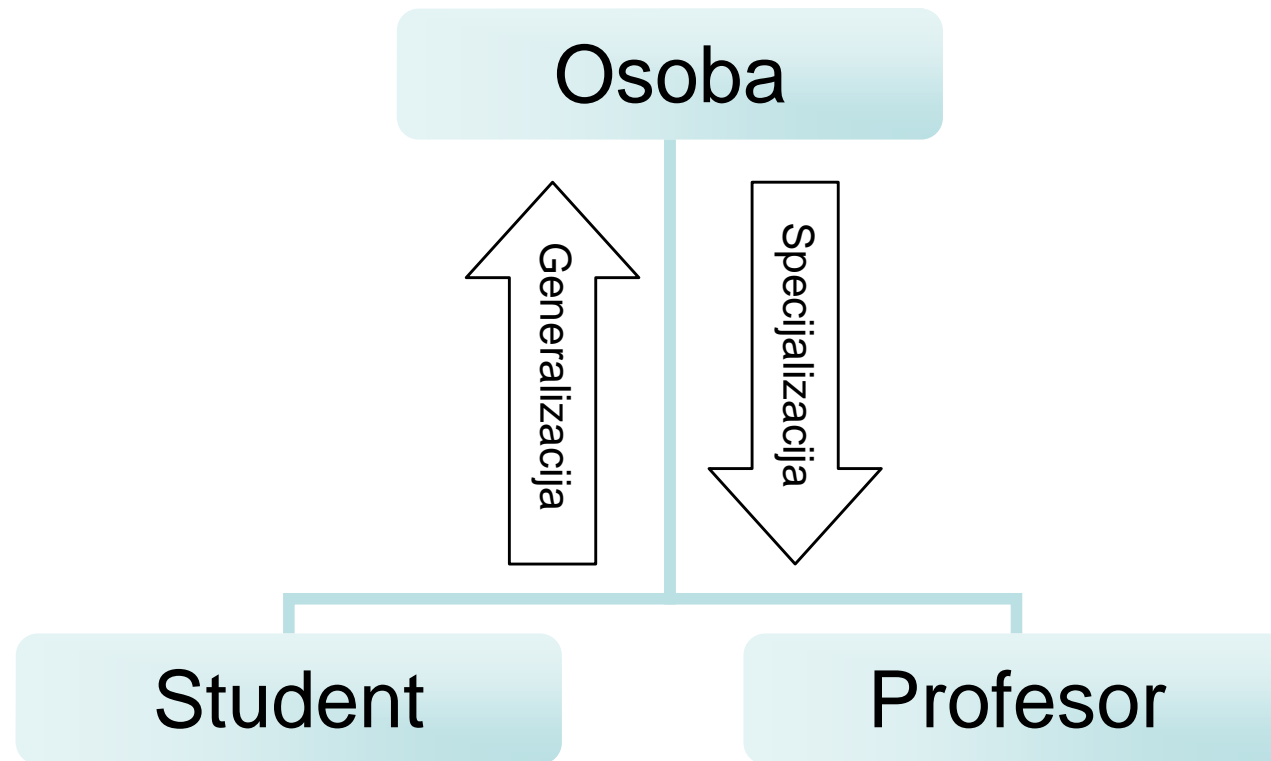
Izvor: <http://www.rssofttech.com/encapsulation-in-java-how-to-master-oops-with-encapsulation/>

# Implicit inheritance



Izvor: <https://docs.oracle.com/javase/tutorial/java/landl/subclasses.html>

# Explicit Inheritance



# Polymorphism

- Mogućnost objekta da poprimi više različitih oblika
- Objekti se mogu *promatrati* na različite načine u različitim kontekstima
- Promovira *code reuse* i *separation of concerns*

# Static

- varijable, metode, blokovi, ugnježdene klase
- inicijalizacija prilikom učitavanja klase u virtualnu mašinu
- java.lang.Math

```
public final class Math {  
    /**  
     * Don't let anyone instantiate this class.  
     */  
    private Math() {}  
    /**  
    */  
}
```
- static import:  
static import java.lang.Math.\*

# Demo

- Project



<http://www.jnhsolutions.com/contact-us/request-a-demo/>

**Hvala na pažnji!**

