

13. Packages

Java

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Introduction



Introduction

- **Packages** are used to group classes.
- Reasons for using packages
 - **To avoid naming conflicts:** When you develop reusable classes to be shared by other programmers, naming conflicts often occur. To prevent this, put your classes into packages so that they can be referenced through package names.
 - **To distribute software conveniently:** Packages group related classes so that they can be easily distributed.
 - **To protect classes:** Packages provide protection so that the protected members of the classes are accessible to the classes in the same package, but not to the external classes.

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Package Naming & Directories



Package Naming

- Packages are hierarchical, and you can have packages within packages.
- For example, `java.lang.Math` indicates that:
 - `Math` is a class in the package `lang` and that
 - `lang` is a package in the package `java`.
- Levels of nesting can be used to ensure the uniqueness of package names.

Package Naming

- Choosing a unique name is important because your package may be used on the Internet by other programs.
- Java designers recommend that you use your **Internet domain name** in reverse order as a package prefix.
- Since Internet domain names are unique, this prevents naming conflicts.
- Suppose you want to create a package named `mypackage` on a host machine with the Internet domain name `prehall.com`.
- To follow the naming convention, you would name the entire package `com.prehall.mypackage`.

Naming a Package

- Package names are written in all lowercase to avoid conflict with the names of classes or interfaces.
- Packages in the Java language itself begin with `java.` or `javax.`

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Package Directories

- Java expects one-to-one mapping of the package name and the file system directory structure.
- For the package named `com.prenhall.mypackage`, you must create a directory, as shown below:



(a)



(b)

Putting Classes into Packages



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Putting Classes into Packages

- Every class in Java belongs to a package.
- All the classes that you have used **so far** were placed in the current directory (a **default package**) when the Java source programs were compiled.
- To put a class in a specific package, you need to add the following line as the first noncomment and nonblank statement in the program:

```
package packagename;
```

Putting Classes into Packages

- Let us create a class named `Format` and place it in the package `com.prenhall.mypackage`.
- The `Format` class contains the `format(number, numberOfDecimalDigits)` method
- It returns a new number with the specified number of digits after the decimal point.
- For example, `format(10.3422345, 2)` returns `10.34`, and `format(-0.343434, 3)` returns `-0.343`.
- Java program:
 - [Format.java](#)

Putting Classes into Packages

- A class must be defined as `public` in order to be accessed by other programs.
- If you want to put several public classes into the package, you have to create separate source files for them, because each file can have only **one public class**.

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Source & Class file directory in IntelliJ IDEA

- **NetBeans** uses the `<projectname>\src` directory path to store source files
- For example, if the project name is **MyProject**, then the source code file is automatically stored in `\MyProject\src\com\prehall\mypackage\`
- **NetBeans** uses the `<projectname>\build\classes\` directory path to store class files
- If the project name is **MyProject**, then the class files are automatically stored in `\MyProject\build\classes\com\prehall\mypackage\`



Using Classes from Packages



Using Classes from Packages

- Example: Creating two classes
 - **Format**: It contains the `format(number, numberOfDecimalDigits)` method and returns a new number with the specified number of digits after the decimal point.
 - **TestFormatClass**: to invoke `Format` class and test it.

Option 1

- Creating the both classes in the default package and in the same Java file.
- Program:
 - [TestFormatClass.java](#)

Option 2

- Creating both classes in the `com.prenhall.mypackage` and in the same Java file.
- Program:
 - [TestFormatClass.java](#)

Option 3

- Creating both classes in the `com.prenhall.mypackage` and in the different Java file.
- If you create `TestFormatClass` class in the same package with `Format`, you can invoke the `format` method using `ClassName.methodName` (e.g., `Format.format`).
- Program:
 - `TestFormatClass.java`
 - `Format.java`

Calling a method from another package

- If you want to call a method from another package, you can invoke that method in two ways.
 - One way is to use the fully qualified name of the class (option 4),
 - i.e.: `packagename.ClassName.methodName`
 - This is convenient if the class is used only a few times in the program.
 - The other way is to use the `import` statement (option 5).

Option 4

- Creating the `TestFormatClass` in the default package and `Format` class in the `com.prenhall.mypackage` package and call it by using the fully qualified name of the `Format` class.
- Program:
 - `TestFormatClass.java`
 - `Format.java` (same as option 3)

Option 5

- Creating the `TestFormatClass` in the default package and `Format` class in the `com.prenhall.mypackage` package and call it by using the `import` statement.
 - `TestFormatClass.java`
 - `Format.java` (same as option 3)

Using Classes from Packages

- The program uses an `import` statement to get the class `Format`.
- You can import entire classes by:

```
import com.prenhall.mypackage.*;
```
- You cannot import entire packages, such as:

```
import com.prenhall.*.*;
```
- Only one asterisk (*) can be used in an import statement.



References



References

- Y. Daniel Liang, Introduction to Java Programming, Sixth Edition, Pearson Education, 2007. (Chapter 5)



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