

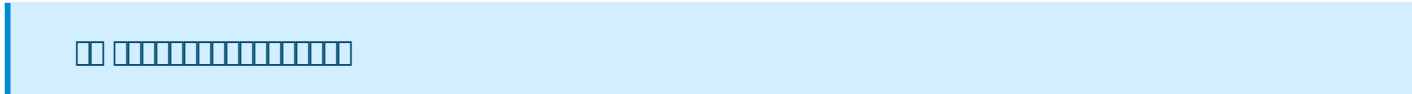
Java

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- Java □□ - final □□□
- JDA □□ Discord Forum Channel □□ Thread □□
- Java □□ - Type Casting

Java 面试题 - final 面试题



final 面试题 Java 面试题 Code 面试题

面试题 class 面试题

面试题 class 面试题

面试题 Compile error 面试题



面试题 Override 面试题

面试题 Compile error 面试题



面试题 Compile error 面试题

面试题 fianl



- 面试题 fianl 面试题 abstract 面试题
- 面试题 Reflection API 面试题 fianl 面试题

JDA [] Discord Forum Channel [] Thread []

Code []

```
public class Main extends ListenerAdapter {

    public static final String TOKEN = "<BOT_TOKEN_HERE>";
    public static final String SERVER_ID = "<SERVER_ID_HERE>";
    public static final String PROJECT_FORUM_ID = "<FORUM_ID_HERE>";

    public static void main(String[] args) throws InterruptedException {
        JDA jda = JDABuilder.createDefault(Main.TOKEN).build();

        jda.addEventListener(new Main());
    }

    @Override
    public void onReady(ReadyEvent event) {
        System.out.println("Bot is ready");
        JDA jda = event.getJDA();

        Guild server = jda.getGuildById(SERVER_ID);
        assert server != null;
        ForumChannel channel = server.getForumChannelById(PROJECT_FORUM_ID);
        assert channel != null;
        System.out.printf("Channel name: %s%n", channel.getName());
        List<ThreadChannel> threadChannels = channel.getThreadChannels();

        for(ThreadChannel thread : threadChannels){
            System.out.printf("Thread: %s%n", thread.getName());
        }
    }
}
```

```
// Bot
// jda.shutdown();
}
```



- JDA Guild (Discord Server) Guild ForumChannel
- getThreadChannels() ThreadChannel List
- List for



- TOKEN Channel ID (Hardcode)
- JDA (JDA.shutdown()) Gradle

Java ☐☐ - Type Casting

Type Casting

Casting ☐ ☐ ☐ ☐

```
class Animal {
    void speak(){
        System.out.println("Default speak");
    }
}
```

```
class Bird extends Animal {
    @Override
    void speak() {
        System.out.println("☐☐ ");
    }
}
```

```
class Dog extends Animal {
    @Override
    void speak() {
        System.out.println("🐶");
    }
}
```

```
public class main {  
    public static void main(String[] args) {  
        Animal animal = new Animal();  
        Bird bird = new Bird();  
        Dog dog = new Dog();  
  
        animal.speak();  
        bird.speak();  
        dog.speak();  
    }  
}
```

// Upcasting and Downcasting

```
Animal animal2;
animal2 = bird; // Upcasting
animal2.speak(); // works normally
```

```
Bird bird2;
// bird2 = animal; // Down casing, compile error
// bird2 = (Bird)animal; // Compile pass
// bird2.speak(); // but throw ClassCastException error
```

```
Dog dog2;
// dog2 = bird; // Obviously not working for compiling
// dog2 = (Dog)bird; // Cannot casting to another child class, compile error.
}
}
```

- Bird 是 casting 到 Animal 的 Upcasting 操作
- 对 animal 进行 casting 到 Bird 的 Downcasting 操作，编译器会报错
 - 编译器会提示 Downcasting 错误
- 对 (Bird)animal 进行 casting 到 Bird 的操作，编译器会提示 OK
 - 编译器会提示 ClassCastException 运行时错误
- 对 Animal 类进行 casting 到 class 的操作，编译器会提示 ...
 - 编译器会提示 ...