



**Constructors**

# Constructors

- A special **method** that every class **MUST** have
- It's used when we create the objects of a class
- We can use constructors to **initialize** the object's instance variables.
- Execution of a constructor **ALWAYS** depends on the object

# Creating Constructors

- Constructor is a special method that matches the **name of the class** and has **no return type** nor a **specifier**.

```
public class Car{  
    public Car(){  
    }  
}
```

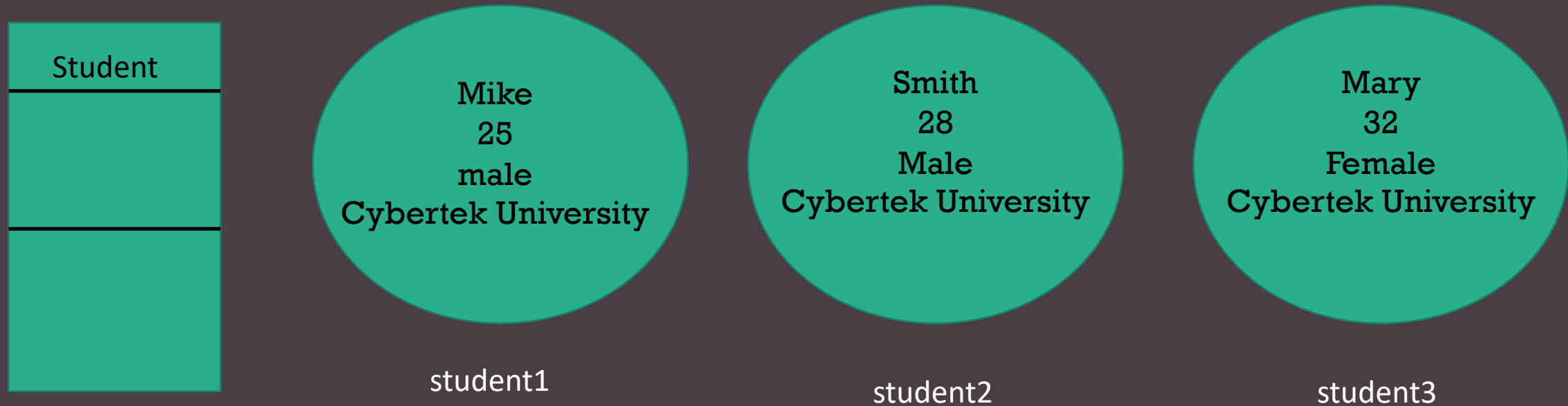
```
public class Employee{  
    public Employee(int age){  
    }  
}
```

# Types of Constructors

- **No-argument Constructor:** A constructor that has no parameter is known as default constructor. If we do not define a constructor in a class, then compiler creates default constructor(with no argument) for the class.
- **Parameterized Constructor:** A constructor that has parameters is known as parameterized constructor. If we want to initialize fields of the class with our own values, then we pass parameters to the constructor.

# Task

- For the following objects create Student class template.
- Write code for the Student class and another class to test it.
- This class has 4 properties: name,age,gender(M/F), and university



# Constructors Overloading

- we can have multiple constructors in a class by implementing method overloading

```
public class Dog{  
    public Dog(){  
        // no-arg constructor  
    }  
  
    public Dog(int age){  
        // constructor with int argument  
    }  
  
    public Dog(String breed){  
        // constructor with String argument  
    }  
}
```