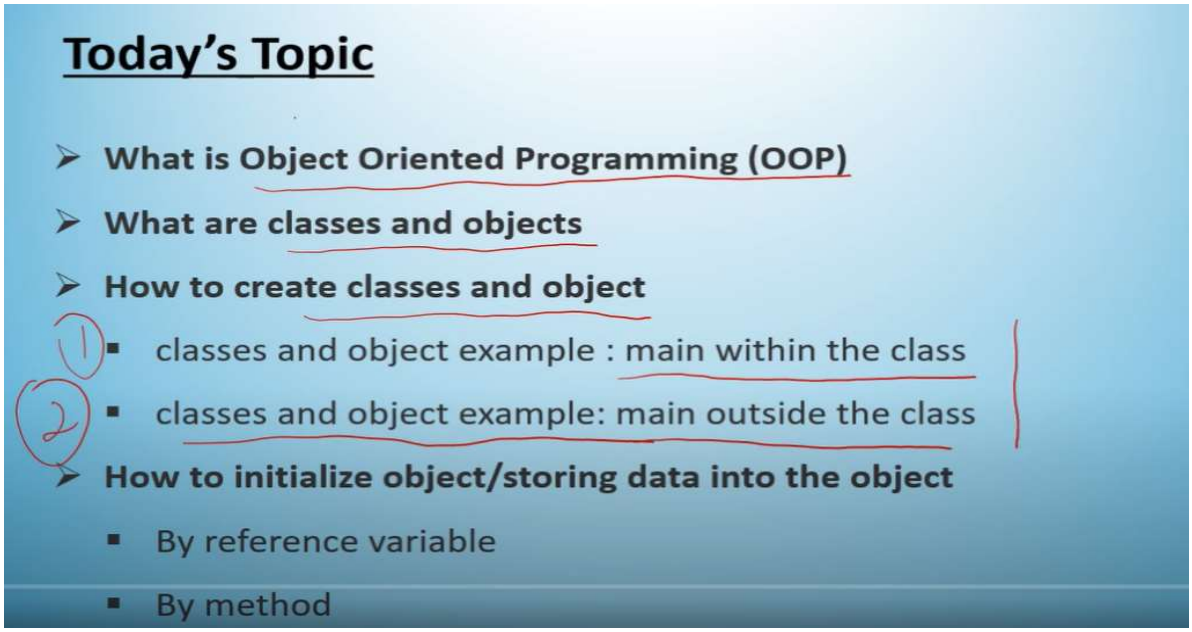
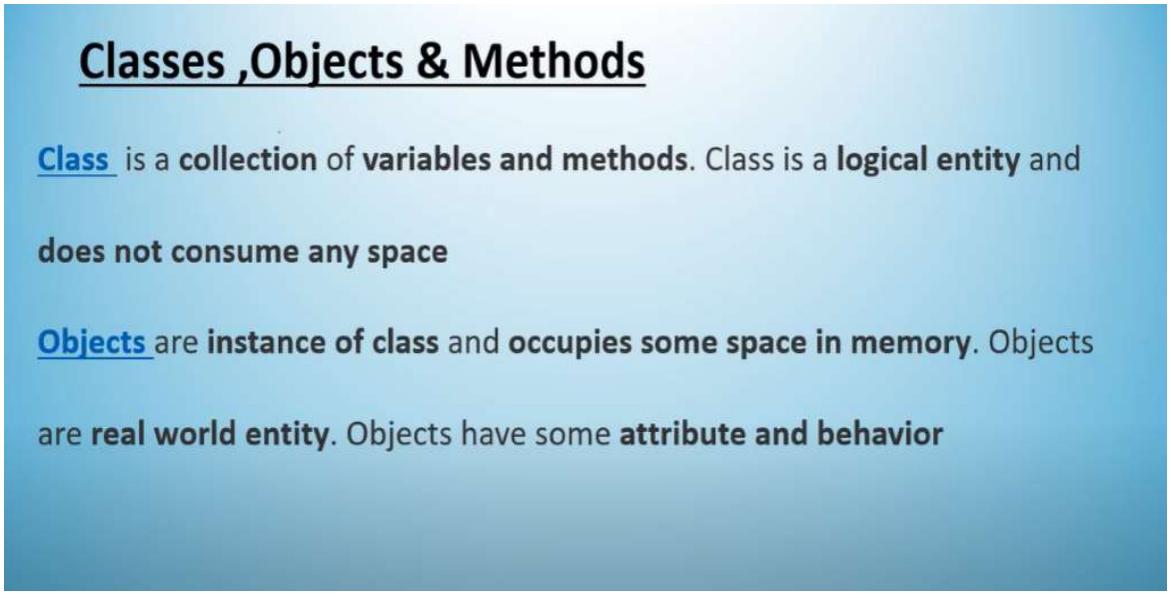
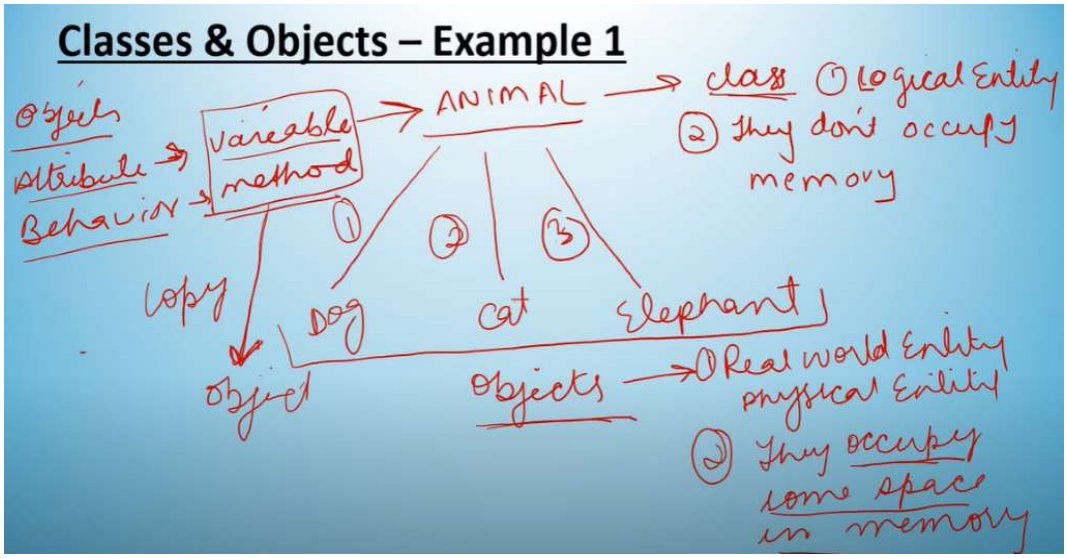
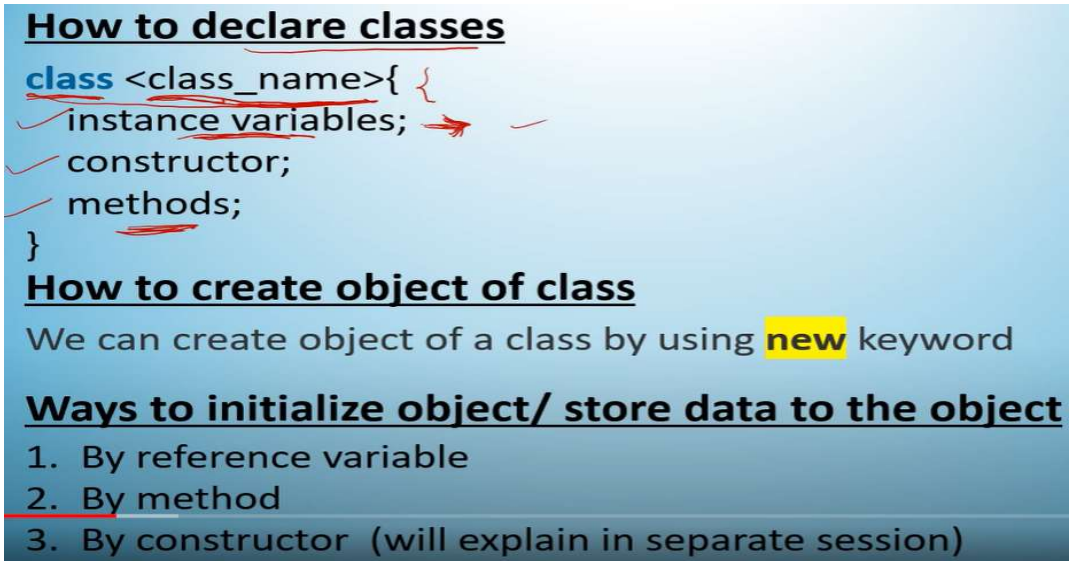
Session –8 Classes and Objects (OOP)

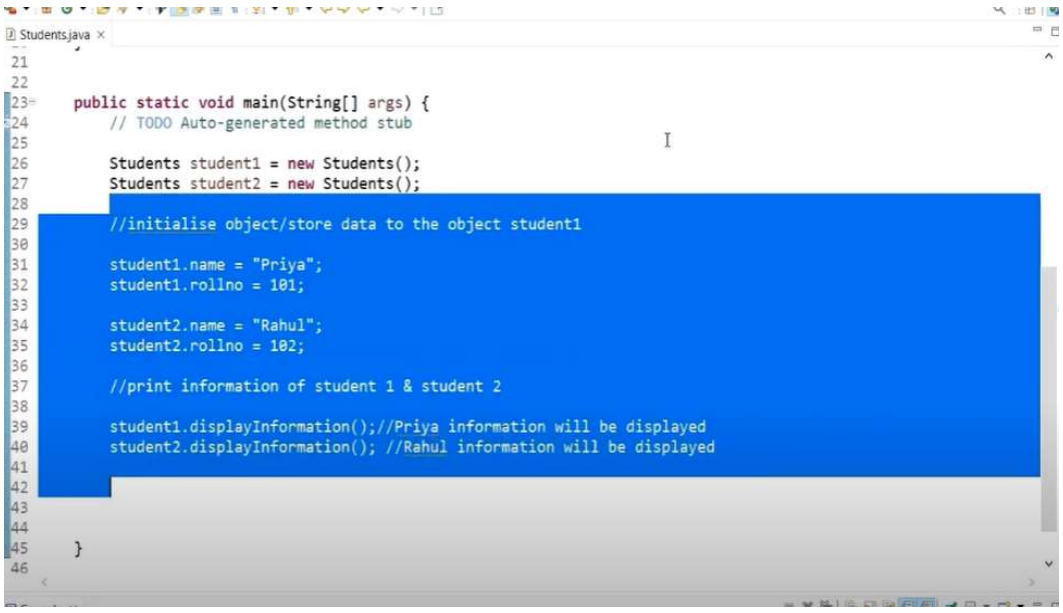
Sunday, July 10, 2022 12:26 PM






Classes & Objects – Example 1
Object
Attribute
Behavior
variable
method
ANIMAL
class
1 Logical Entity
2 they don't occupy memory
1
2
3
copy
Dog
cat
Elephant
Object
objects
Real world Entity
physical Entity
they occupy some space in memory


How to declare classes
class <class_name>{ {
instance variables;
constructor;
methods;
}
How to create object of class
We can create object of a class by using new keyword
Ways to initialize object/ store data to the object
1. By reference variable
2. By method
3. By constructor (will explain in separate session)


Students.java
public static void main(String[] args) {
// TODO Auto-generated method stub
Students student1 = new Students();
Students student2 = new Students();
//initialise object/store data to the object student1
student1.name = "Priya";
student1.rollno = 101;
student2.name = "Rahul";
student2.rollno = 102;
//print information of student 1 & student 2
student1.displayInformation();//Priya information will be displayed
student2.displayInformation(); //Rahul information will be displayed
}


*Students.java
System.out.println("Name:" + name);

```
        System.out.println("Rollno:" + rollno);


    }


    public static void main(String[] args) {

        Students student1 = new Students();
        Students student2 = new Students();

        //initialse object or store data to the objects student1 & student2
        student1.insertRecord("Priya", 101);
        student2.insertRecord("Rahul", 102);


        //print information of student1 & student 2
        student1.displayInformation();
        student2.displayInformation();


    }
}
```