1)To create new object syntax to be followed is

ClassName objectname = newClassName();

Ex:

Test a=new Test();

2)By using new keyword we can create new objects.

3)There are 3 types of variables in java

\*Instance variable => should declared within class directly but outside methods, constructors, or blocks.

\*Local Variables => Declared as a part of the block , executed in which it is declared.

\*Static Variables => Those which are static in nature.

Ex: Static a = 10;

4)\*Instance variables will be stored in heap are where as local variables will be stored in stack area.

\*=> Local variables are Declared as a part of the block , executed in which it is declared. Instance variables should be declared within class directly but outside methods, constructors, or blocks.

5) For Instance variables memory will be allocated in heap area where as for local variables memory will be allocated in stack area.

6)Methods Overloading is which enables several methods to use same name but have distinct signatures, where signature might vary based on quantity, nature, or combination of input arguments.