

Static

Attributes & methods.

```
static int varia = 0;
```

Student &

static int age;

⇒ Initialised only once
(At the time when the class is loaded)

URL : <https://www.google.com/> — / — / —

Scope of A Variable

Region or context within your code where a specific variable or identifier is accessible and can be used.

4 Types:

- 1) Class / Static scope :
 - 2) Instance scope
 - 3) Method / Local Scope
 - 4) Block Scope.
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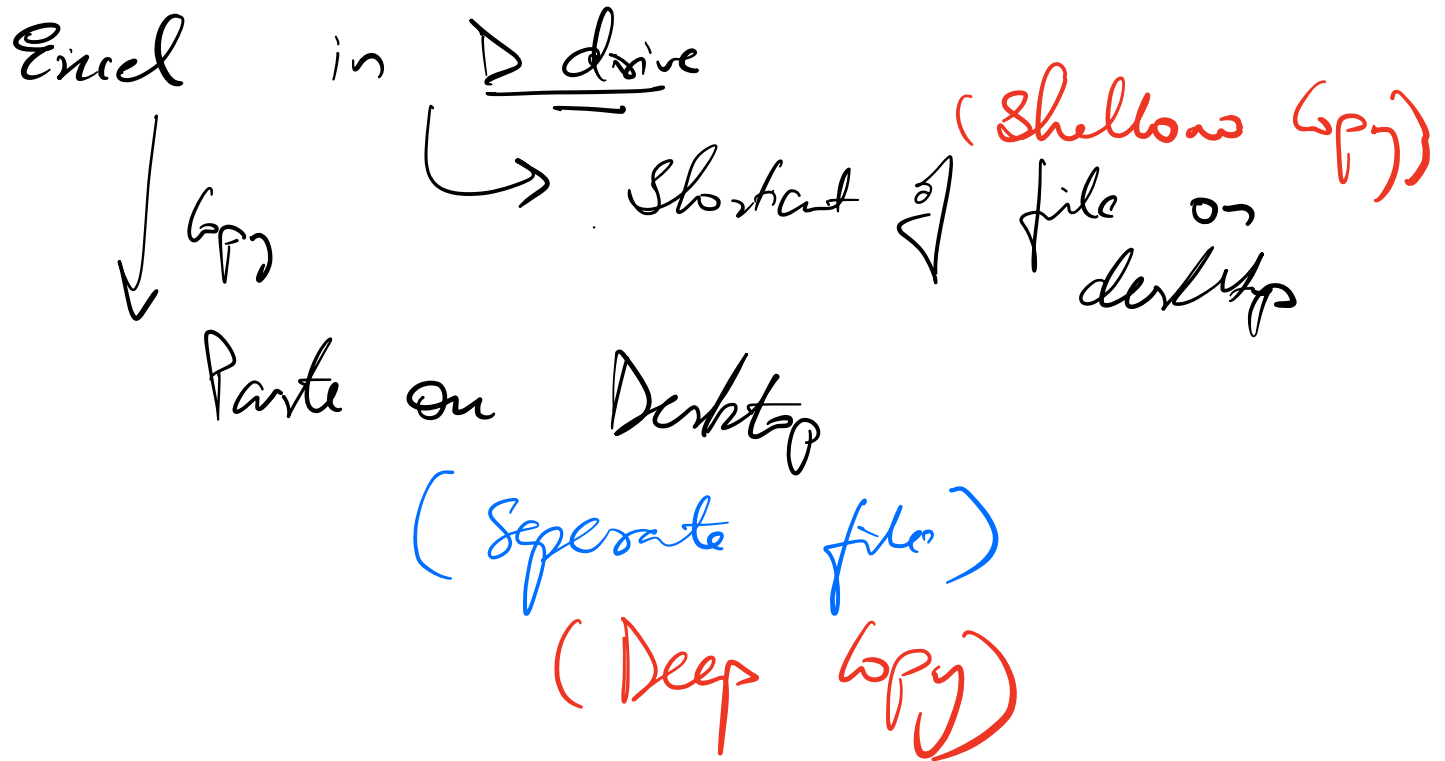
- 1) Constructor
 - 2) Types of Constructor
 - 3) Deep Copy & Shallow Copy.
 - 4) Inheritance
 - 5) Polymorphism.
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Constructor

Class: Blueprint

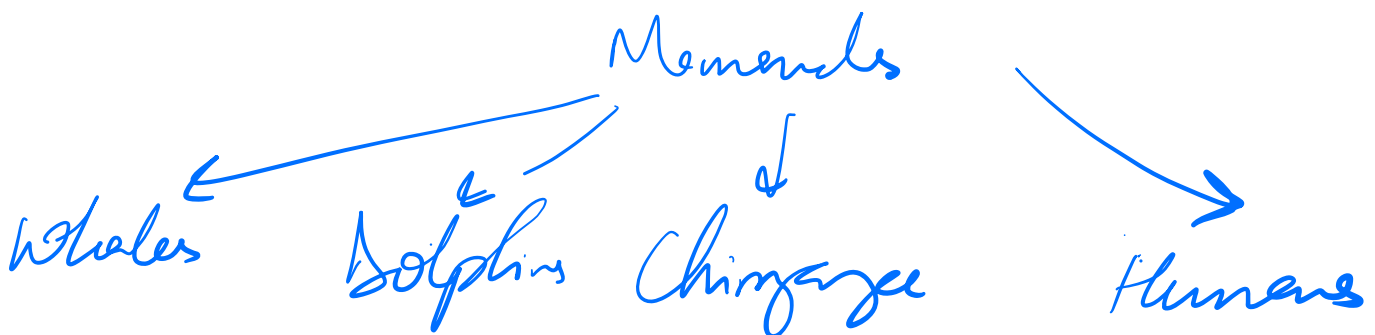
Object: Instance of a Class.

Deep v/s Shallow copy

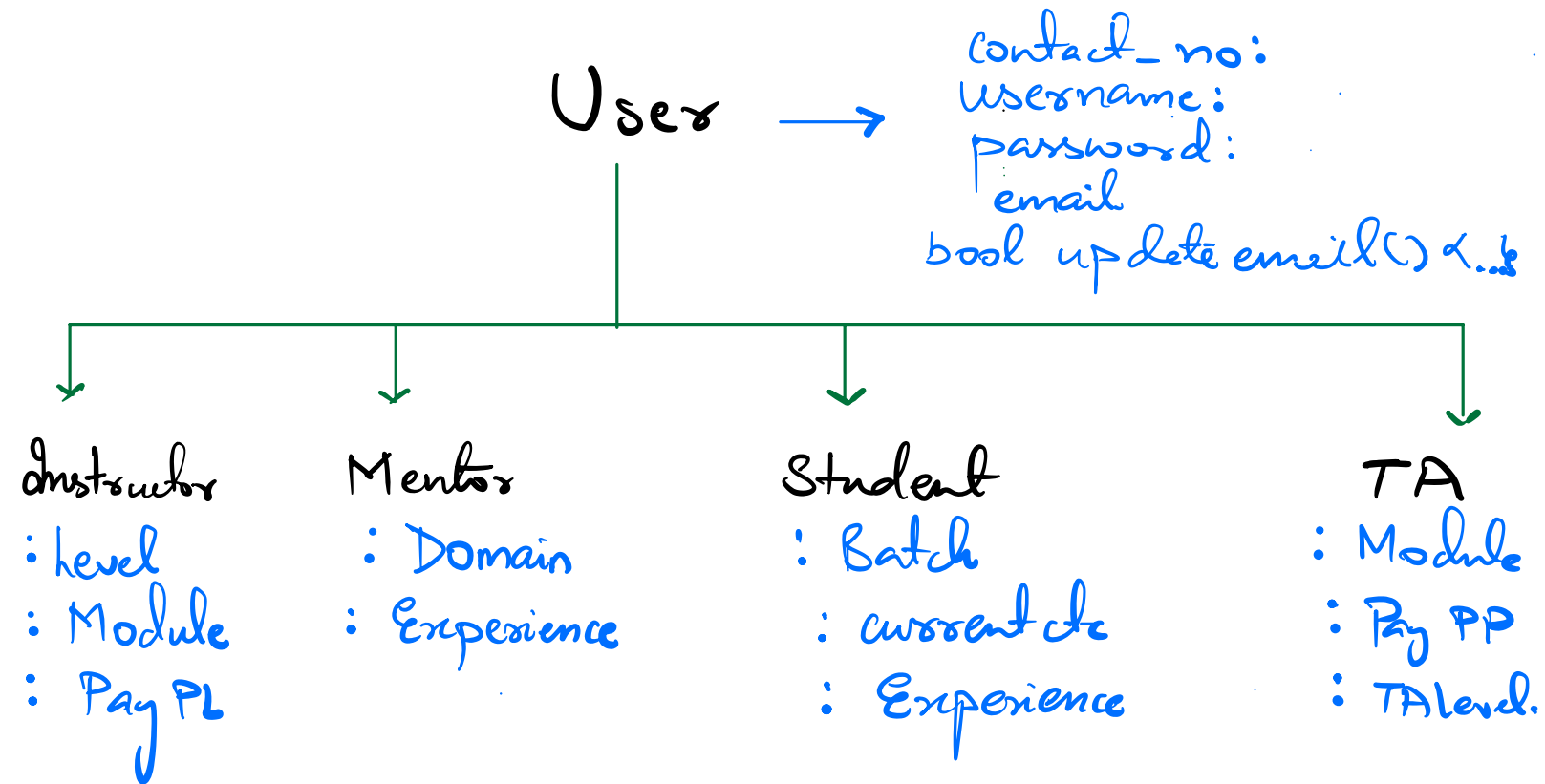


Student S3 = S1;
S3.age = 2;

Inheritance



Parent → Child relationship
b/w the classes.



boolean deleteUser (User user) &

Next class : Batch

No X ⇒ Additional

Poly
Method Over &
Overload

30 mins

Sat / Sunday

+
Doubt session
per

Optional

Saturday

Pool