

**Aim :-** Create debug and run Java programmy based on ~~the~~ classes with objects.

**Theory :-**

**class :-** A class is a user defined blueprint or prototype from which objects are created. It represents the set of ~~pro~~ properties or method that are common to all object of one type.

Create a class keyword :- class  
named "main" with  
variable x

```
public class main {  
    int x = 5;
```

A class in Java can contain

- Field
- methods
- Constructor
- Blocks

objects :- It is a basic units of object oriented programming and represent the real life entities. A Create Java program need many object. An object consists of.

- 1] state :- Represented by Attributes of object
- 2] Behaviour :- It is represented by methods of an object
- 3] Identity :- It gives unique name to an object and enables an object to interact with other object

Using new keyword is most common and general way to create object in Java

" Creating object of class Test  
test t = new Test ();



Program :-

```

class Box {
    double width, height, dept;
}

public class practical6 {
    public static void main (String [] args) {
        Box b1;
        b1.width = 2;
        b1.height = 3;
        b1.dept = 4;
        double vol;
        vol = b1.width * b1.height * b1.dept;
        System.out.println ("Volume of Box B1 "
                               + vol);
    }
}

```

Conclusion:- Hence, we successfully create, run and debug a program on wrapper classes and ~~vector~~ with object.

```
C:\Users\Public\Java\Practicals>javac practical6.java
```

```
C:\Users\Public\Java\Practicals>java practical6
```

```
Volume of b1 :24.0
```

```
C:\Users\Public\Java\Practicals>_
```