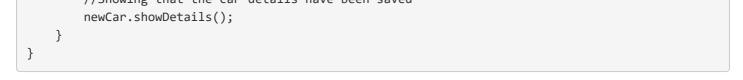# Constructor

Let's discuss constructor in this lesson.

Introduction to a constructor

Constructor is a special method that is automatically called when an object is created. There are certain syntactical rules when creating a constructor.

- The constructor has the **same name** as that of the class.

- Every class **must have** a constructor. Provided that a constructor is **not** defined, the compiler will create a **default** constructor which will be *empty*!

Let's look at an example of a constructor in the code snippet below.

```
class car {

    private String model;
    private int horsepower;

    //This constructor takes in parameters and sets
    // the variables in the class

    public car(String m, int hp) {

        this.model = m;
        this.horsepower = hp;
    }

    // This method shows the horsepower of the car
    public void showDetails() {
        System.out.println("Car horsepower is: " + this.horsepower);
    }

}
class check {
    public static void main(String[] args) {
        //Creating the car object with details
        car newCar = new car("New", 1000);
        //Showing that the car details have been saved
```

```
        //Showing that the car details have been saved
        newCar.showDetails();
    }
}
```

Explanation

On *lines 9-13* we have defined a constructor that takes two parameters in its input and sets the values of class variables.

Let's discuss static methods in the upcoming lesson.