**10 th Day Internship Report**

Date: 13 June 2025

Topic Covered: Class and Object in Java

Objective:

To understand the concept of class and object in Java programming and learn how to implement them in real-world scenarios.

Activities Performed:

Attended a session on the fundamentals of Object-Oriented Programming (OOP) in Java.

Learned the definitions and purpose of class and object in Java.

Understood how classes are blueprints for creating objects.

Practiced writing Java code by creating custom classes with attributes and methods.

Created multiple objects from a class and accessed their members (fields and methods).

Implemented basic real-life examples like a Student, Car, or Employee class.

Sample Code Practiced:

class Student {

String name;

int age;

void displayInfo() {

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

System.out.println("Age: " + age);

}

}

public class Main {

public static void main(String[] args) {

Student s1 = new Student();

s1.name = "Ravi";

s1.age = 20;

s1.displayInfo();

}

}

Key Learnings:

A class is a user-defined data type that serves as a template for creating objects.

An object is an instance of a class and is used to access the properties and behavior defined by the class.

We can create multiple objects from the same class and assign different values to each.

Using objects helps make code reusable, modular, and easier to maintain.

Conclusion:

On the 13th day of the internship, we gained a clear understanding of classes and objects, which form the backbone of Java’s object-oriented approach. This concept will help us write clean and scalable code for real-world applications in future projects.