

**Mainoverview.java**

```
1
2  /**
3   - Overview
4   -
5   - One Java file can only have one public class.
6   -
7   - Class:
8     - A blueprint or template.
9     - Doesn't occupy memory at runtime.
10    - Defines properties (variables) and methods (functions).
11    -
12    - Object:
13      - An instance of a class, representing a real-world entity.
14      - Multiple objects can be created from a single class.
15      - Objects have properties (variables) and methods (functions).
16      -
17    - Properties:
18      - Define the state or characteristics of an object or class.
19      -
20    - Method:
21      - The behavior or action of a class or object.
22  */
23
24
25  class overview {
26
27
28  }
29
30  public class Mainoverview {
31
32      public static void main(String[] args) {
33          person p1 = new person(); // this is our 1st object
34          p1.name = "Huzaifa Gulzar";
35          p1.age = 24;
36          System.out.println("My name is: " + p1.name);
37          System.out.println("My age is: " + p1.age);
38
39          person p2 = new person(); //this is 2nd object this takes different storage space and
values
40          p2.name = "Babar";
41          p2.age = 22;
42          System.out.println("My name is: " + p2.name);
43          System.out.println("My age is: " + p2.age);
44
45          p1.walk();
46          p1.walk(6);
47          p2.eat();
48
49
50
51      }
52  }
```

```
53
54 /**
55  * person
56  */
57 class person {
58
59     public String name; //Property 1
60     public int age; //Property 2
61
62     //Methods
63     void walk(){
64         System.out.println(name + " is Walking.");
65     }
66     void eat(){
67         System.out.println(name + " is eating.");
68     }
69     //Method with parameter
70     void walk(int steps){
71         System.out.println(name + " walked " + steps + " steps");
72     }
73 }
```