Monday, June 12, 2023 7:48 PM

OOPs

s1 . slaps s2

slap (s1 hand, ____ , s2 ht, s2 ht)

Student → class

2 s1, s2

Computer

String str = new St

Str SB = new SB

Arra AL = new AR

Sca sn = new Scanll

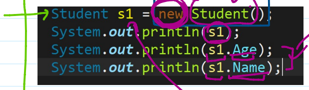
noun ↔ class

proper noun → object → instance

Heap

1 Class dependencies evaluate

RHS

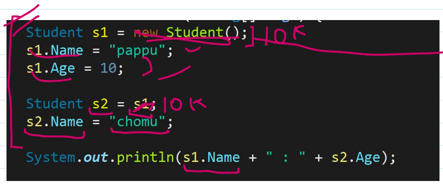


```
Student s1 = new Student();
System.out.println(s1);
System.out.println(s1.Age);
System.out.println(s1.Name);
```

Student {
int Age
string Name
}

10k

Age=0
Name=null



```
Student s1 = new Student();
s1.Name = "pappu";
s1.Age = 10;

Student s2 = s1;
s2.Name = "chomu";

System.out.println(s1.Name + " : " + s2.Age);
```

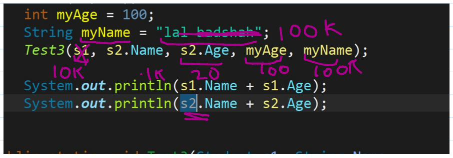
10K 10K

10K

~~pappu~~ chomu

10

s1=10K, s2= 20K



```
int myAge = 100;
String myName = "lal badshah";
Test3(s1, s2.Name, s2.Age, myAge, myName);

System.out.println(s1.Name + s1.Age);
System.out.println(s2.Name + s2.Age);
```

100K

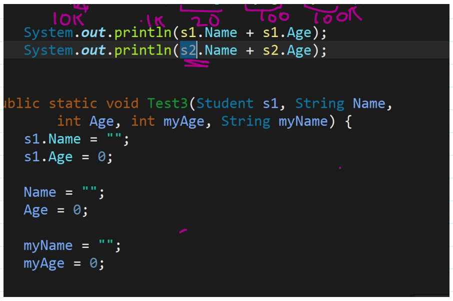
10K 1K 20 100 100K

10K

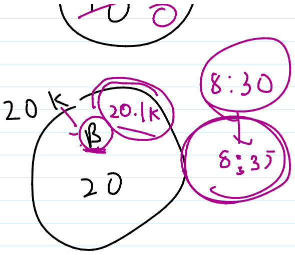
A

10 0

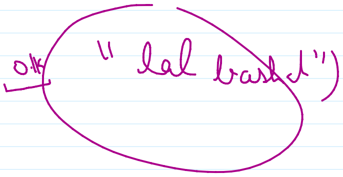
8:30

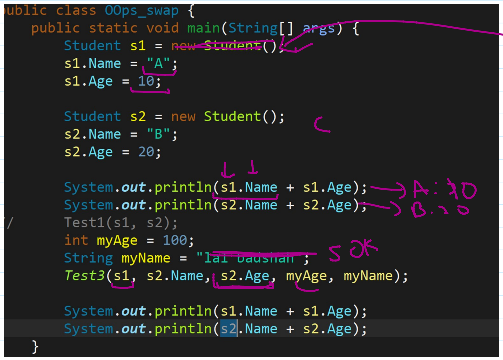


```
    System.out.println(s1.Name + s1.Age);
    System.out.println(s2.Name + s2.Age);


ublic static void Test3(Student s1, String Name,
        int Age, int myAge, String myName) {
    s1.Name = "";
    s1.Age = 0;

    Name = "";
    Age = 0;

    myName = "";
    myAge = 0;
```

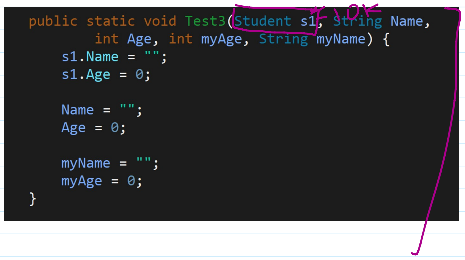


2

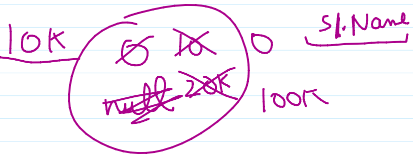


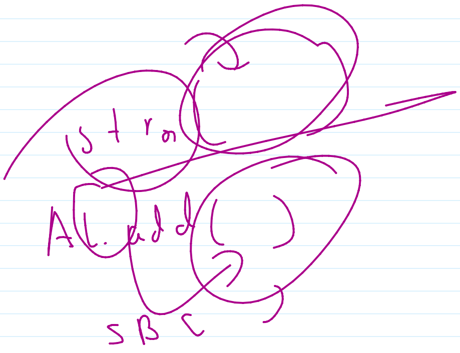


```
ublic class OOps_swap {
    public static void main(String[] args) {
        Student s1 = new Student();
        s1.Name = "A";
        s1.Age = 10;

        Student s2 = new Student();
        s2.Name = "B";
        s2.Age = 20;

        System.out.println(s1.Name + s1.Age);
        System.out.println(s2.Name + s2.Age);
/       Test1(s1, s2);
        int myAge = 100;
        String myName = "lal badshah";
        Test3(s1, s2.Name, s2.Age, myAge, myName);

        System.out.println(s1.Name + s1.Age);
        System.out.println(s2.Name + s2.Age);
    }
```



```
    public static void Test3(Student s1, String Name,
            int Age, int myAge, String myName) {
        s1.Name = "";
        s1.Age = 0;

        Name = "";
        Age = 0;

        myName = "";
        myAge = 0;
    }
```





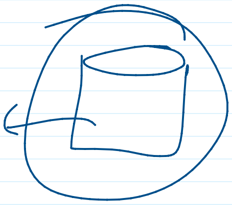
Q. Constructor

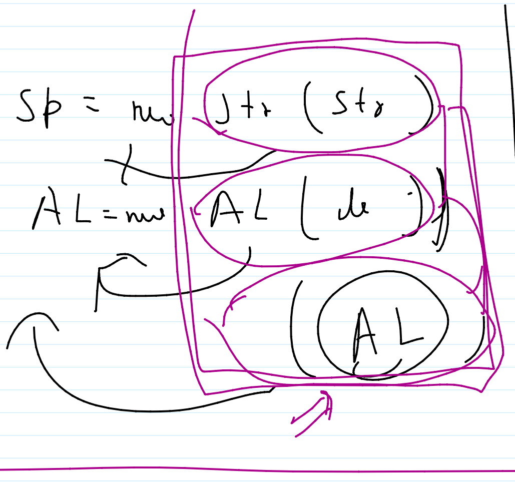
data members initialize

Data Parsing
constructor

new Juice

2





~~Const or~~ Constructor में this hota hie?

Contructor se instance create

Constructor chaing ← Construction dusre contructor ko call karsakta his

Const " chalta kese hien. ✓

" ka return type Kya hota hie. ✩✩

iska return type nahi hota

Const overloading

↓

Yes

1) new → instance create; default memory allocate

2) Data passing

3) Contructor (this) →.