

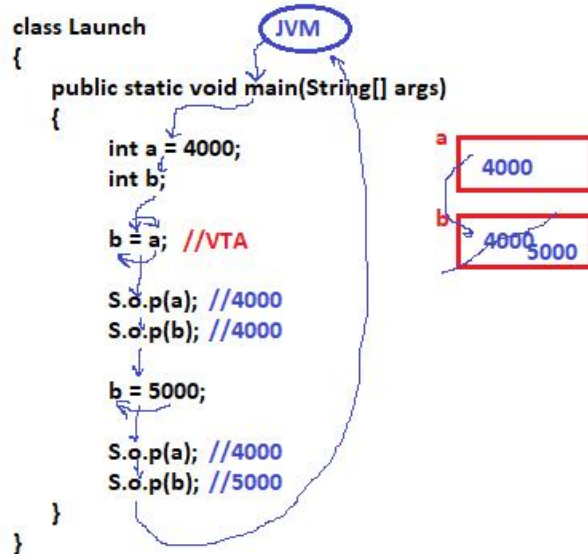
Assignment Operator



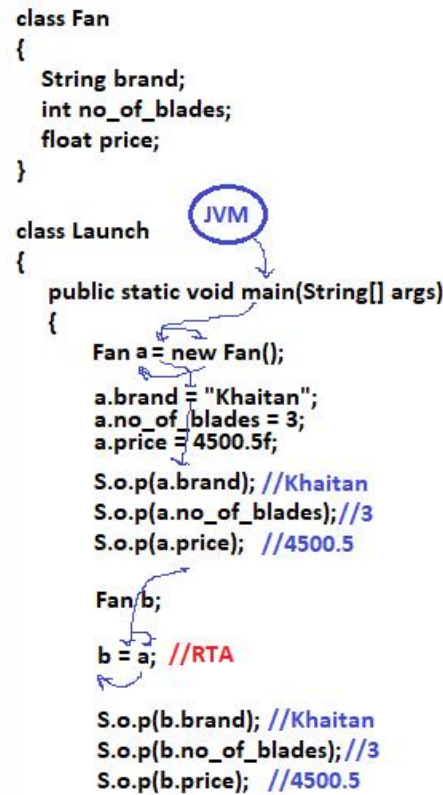
Value-Type
Assignment

Reference-Type
Assignment

VALUE TYPE ASSIGNMENT



REFERENCE TYPE ASSIGNMENT



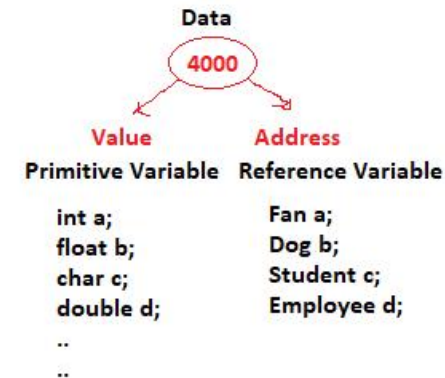
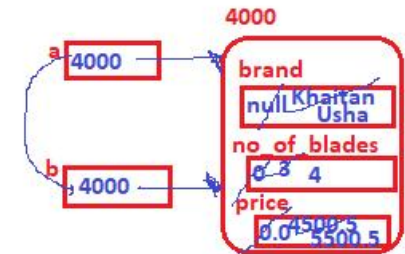
```

b.brand = "Usha";
b.no_of_blades = 4;
b.price = 5500.5f;

S.o.p(a.brand); //Usha
S.o.p(a.no_of_blades); //4
S.o.p(a.price); //5500.5

S.o.p(b.brand); //Usha
S.o.p(b.no_of_blades); //4
S.o.p(b.price); //5500.5

```



Variables

int a;
float b;
char c;
boolean d;
String e;

LOCAL VARIABLES

```
class Demo
{
    void disp()
    {
        int a;
        float b;
        char c;
        boolean d;
        String e;
    }
}
```

INSTANCE VARIABLES

```
class Demo
{
    int a;
    float b;
    char c;
    boolean d;
    String e;

    void disp()
    {
        ----
        ----
    }
}
```

Local Variables

```
class Launch
{
    public static void main(String[] args)
    {
        int a;
        float b;
        char c;
        boolean d;
        String e;

        S.o.p(a);
        S.o.p(b);
        S.o.p(c);
        S.o.p(d);
        S.o.p(e);
    }
}
```

Error: Variables might not have been initialized

class Launch

```
{
    public static void main(String[] args)
    {
        int a = 10;
        float b;
        b = 45.5f;
        char c;
        boolean d;
        String e;

        float res = a + b;

        c = 'A';

        S.o.p(a); //10
        S.o.p(b); //45.5
        S.o.p(c); //A
        d = true;
        S.o.p(d); //true
    }
}
```

Stack Area

a	10
b	45.5
c	A
d	true
e	
res	55.5

Total Local Variables: 6 {a,b,c,d,e,res}

Variable assigned with values: 4 {a,b,c,d, res}

Variables Accessed: 4 {a,b,c,d}

Variables Not Accessed: 1 {e,res} thru literals thru expression

```

class Launch
{
    public static void main(String[] args)
    {
        int a = 10;
        if(a < 50)
        {
            int x = 40;
            ++x;
        }
        S.o.p(x); Error: Cannot find the Symbol
    }
}

```

Local to main()

Local to if block

```

class Launch
{
    public static void main(String[] args)
    {
        for(int i=1; i<=5; ++i)
        {
            S.o.print("*");
        }
        S.o.p(i); Error: Cannot find the Symbol
    }
}

```

```

class Launch
{
    public static void main(String[] args)
    {
        int i;
        for(i=1; i<=5; ++i)
        {
            S.o.print("*");
        }
        S.o.p(i); //6
    }
}

```

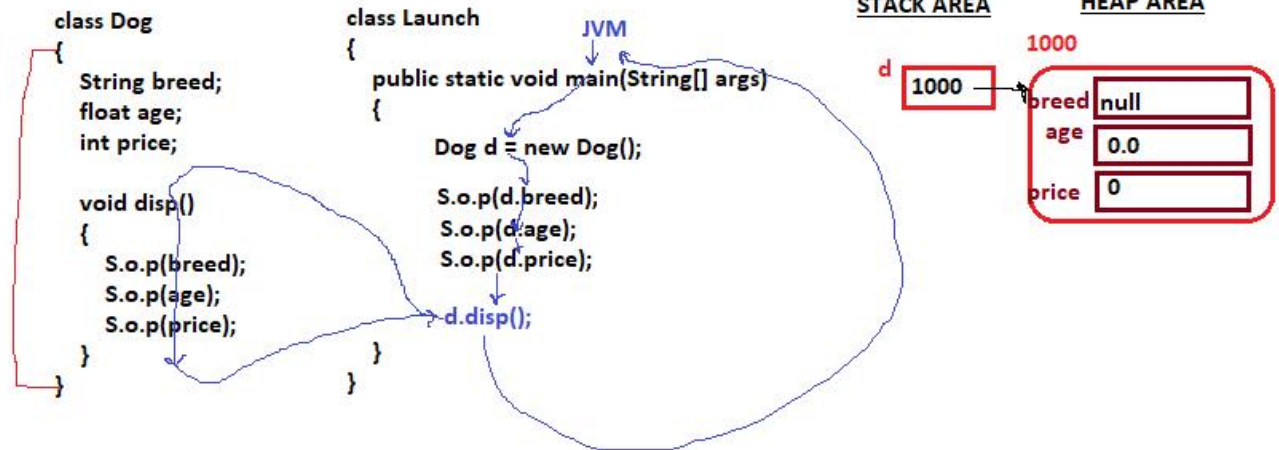
Local Variables

```
class Demo
{
    void disp()
    {
        int a = 10;
        float b = 45.5f;
        char c = 'Z';
    }

    void printInfo()
    {
        S.o.p(a); ✗
        S.o.p(b); ✗
        S.o.p(c); ✗
    }
}
```

main() →

Instance Variables



Output:

```
null } output of main()
0.0 } through object
0 }

null }
0.0 } output of disp()
0 } no need of object
```