Q1. How to create an object in java?

```
Ans. To create an object in java we write a syntax:

Class_name Object_name = new Class_name();

Example:

class Clss{

public static void main(String args [])

{

Clss object= new Clss();//object creation
}
}
```

Q2. What is the use of new keyword in java?

Ans. new operator is the keyword used to create the object. Through the new operator, JVM allocates memory on the heap area during runtime.

Q3. What are the different types of variables in java?

Ans. There three different types of variables in java:

- ->Instance Variable
- ->Static Variable
- ->Local variable

Q4. What is the difference between Instance variable and Local variable?

Ans.

Instance Variable	Local Variable
Those variables which are declared inside a class or outside a method.	Those variables which are declared inside a method for temporary requirement.
JVM set a default value for these variable	JVM do not set default value
No need to define	Must need to define once declared
Directly access from instance area	Directly access from Static area
Can be accessed in Static area by creating object in static area	There is no such thing

Q5. In which area memory is allocated for instance variable and local variable?

Ans. Instance variables are allocated inside the heap **area** during runtime, While local variables are stored in the **Stack area**.

Q6. What is method overloading?

Ans.Method having the same name and different argument types is called Method Overloading. In other words,Two methods are said to be overloaded if and only if both have the same name but different argument types or signatures.

Overloading concept in java reduces complexity of the programming

Example:

```
mthd() for int Datatype
mthd() for float Datatype
mthd() for No Datatype
class Test{
Void mthd(int i)
System.out.println("INTEGER");
Void mthd(float i)
System.out.println("FLOAT");
Void mthd()
System.out.println("No arguments");
public static void main(String args[])
Test obj = new Test();
obj.mthd(10);
obj.mthd(10.121);
obj.mthd();
OUTPUT:
INTEGER
FLOAT
No arguments
```