Dt : 2/8/2023

2.Constructors with parameters:

=>The Constructors which are declared with parameters are known as parameterized

constructors or Constructors with parameters.

Ex-program : DemoCon3.java

```
import java.util.Scanner;
class Display3
{
        //x and y are Instance variables memory in Object
        int x,y;

   Display3(int x,int y)
                //x and y are local variables and memory in Constructor
   {
                this.x=x;
                this.y=y;
   }
        void dis()
        {
                System.out.println("****Method-dis()*****");
```

```
            System.out.println("The value x:"+x);
            System.out.println("The value y:"+y);
        }
}
class DemoCon3
{
        public static void main(String[] args)
        {
                Scanner s = new Scanner(System.in);
                System.out.println("Enter the value-1:");
                int v1 = s.nextInt();
      System.out.println("Enter the value-2:");
                int v2 = s.nextInt();
                Display3 d = new Display3(v1,v2);//Con_call
            d.dis();//method_call
        }
}
```

o/p:

Enter the value-1:

12

Enter the value-2:

13

*******Method-dis()********

The value x:12

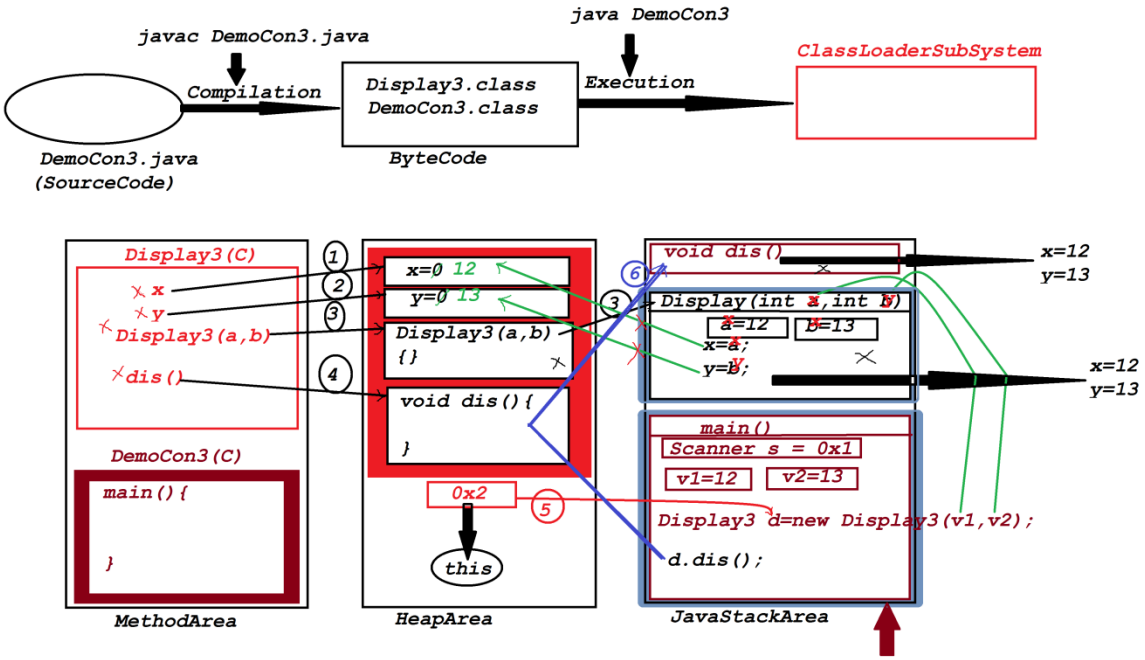
The value y:13

Execution flow of above program:

ClassFiles:

Display3.class

DemoCon3.class(MainClass)



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Advantage of Constructors:

=>Constructors are used to initialize instance variables while object creation

process,and which saves the execution time and generate HighPerformance of an

application.

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faq:

define "this" keyword?

=>"this" keyword will hold the reference of object from where constructor or method executing.

=>using "this" keyword we can access the members of object.

=>we use "this" keyword when we are loading data from Local Variables to Instance variables having the Same name.

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**imp*

Loading data to Objects:

=>we can load the data to Objects in three ways:

1.Using Constructor

2.Using Object reference variable

3.Using "Setter methods"

1.Using Constructor:

=>We use Constructors to initialize instance variables while object creation

process.

Ex:

DemoCon3.java

2.Using Object reference variable:

=>we use Object reference variables(Object names) to load the data to Objects.

Ex:

DemoCon1.java

3.Using "Setter methods" :

=>we can also load the data to objects using "Setter methods"

Ex : DemoCon4.java

```
import java.util.Scanner;
class Customer
{
        int no;
        String name;
        void setNo(int no)
        {
                this.no=no;
```

```
    }
    void setName(String name)
    {
        this.name=name;
    }
    int getNo()
    {
        return no;
    }
    String getName()
    {
        return name;
    }
}
class DemoCon4
{
    public static void main(String[] args)
    {
        Scanner s = new Scanner(System.in);
        System.out.println("Enter the CustNo:");
        int no = Integer.parseInt(s.nextLine());
        System.out.println("Enter the CustName:");
```

```
            String name = s.nextLine();

        Customer c = new Customer();//Con_call

            //calling Setter methods
            c.setNo(no);
            c.setName(name);

            //Calling Geeter methods
            int n = c.getNo();
            String nm = c.getName();

            System.out.println("CustNo:"+n);
            System.out.println("Name:"+nm);
        }
}
```

o/p:

Enter the CustNo:

1234

Enter the CustName:

Raj

CustNo:1234

Name:Raj

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faq:

define Setter methods?

=>The methods which are used to set the data to objects are known as "Setter"

methods.

faq:

define Getter methods?

=>The methods which are used to get the data from the Objects are known as "Getter"

methods.

Coding rule of writing Setter and Getter methods:

=>Every variable in class must have its own Setter and Getter method.

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Assignment:

wap to read and display UserDetails?

SubClass : UserDetails

Variables : name,mId,phNo

Constructor : UserDetails(name,mId,phNo)

Method : void getUserDetails()

MainClass : DemoUser

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