

# Object Orientation

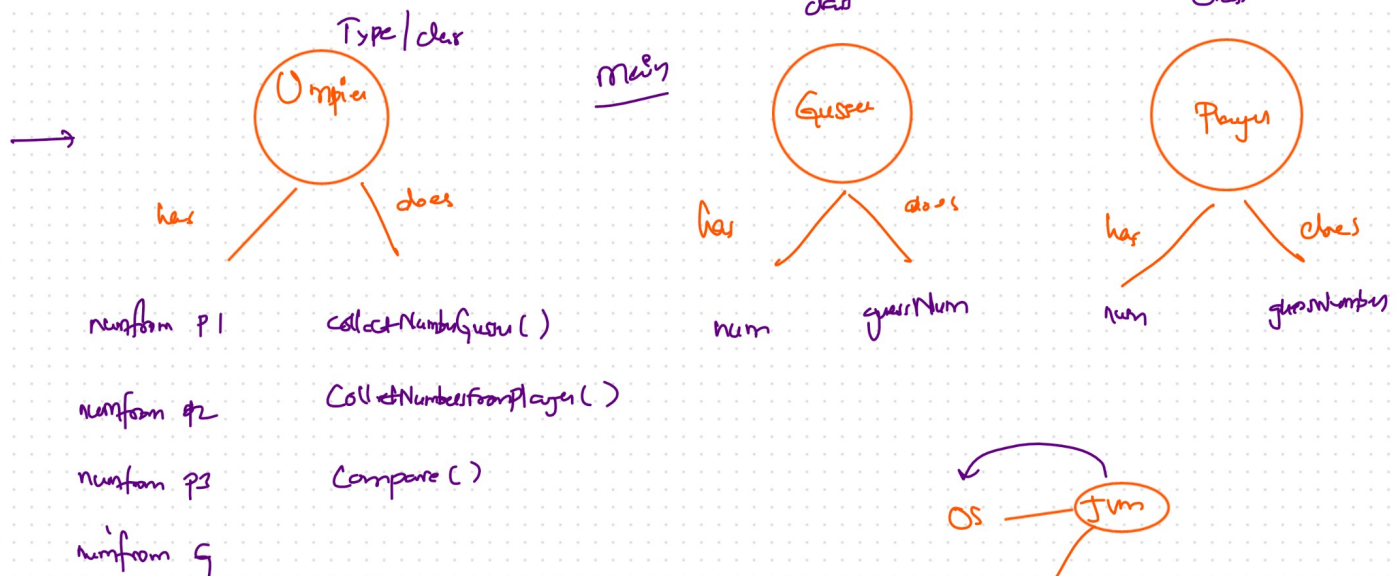
+ everything as a object

+ each has 2 parts

+ has part

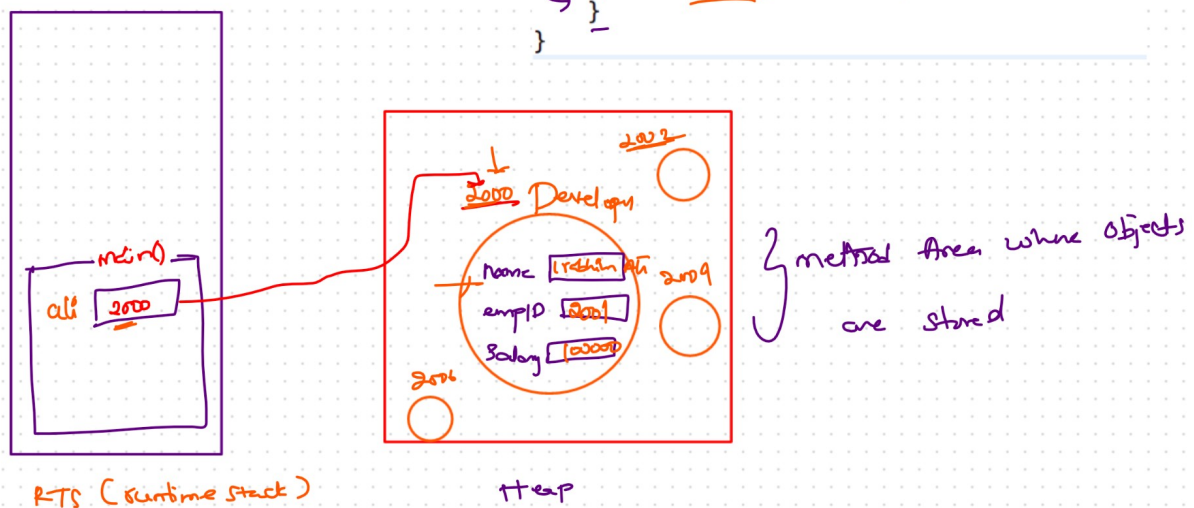
+ does part

## Guess Game Program



## Memory map for Object Creation:

```
public class Alpha {
    public static void main(String[] args) {
        Developer ali = new Developer();
        ali.name = "Ibrahim Ali";
        ali.empId = 20001;
        ali.salary = 100000;
    }
}
```



### Note:

- Objects are always gets created in Heap Area
- In the above program, the reference gets created in the stack  
i.e. at 2000
- The data will be present inside Method Area
- PC (Program Counter) holds the address of next instruction to be executed