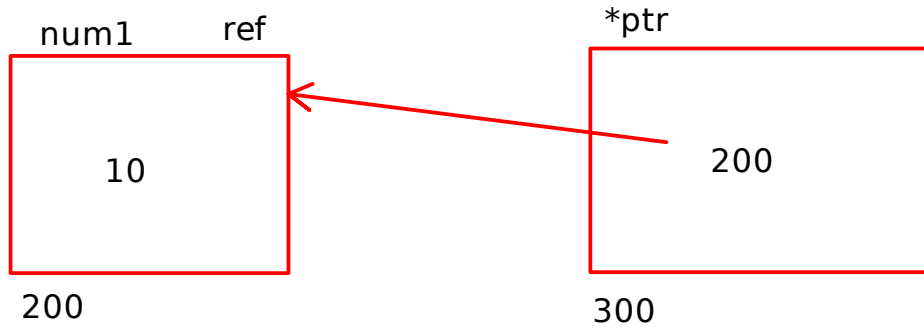
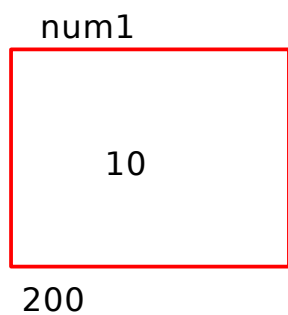


C++



Java

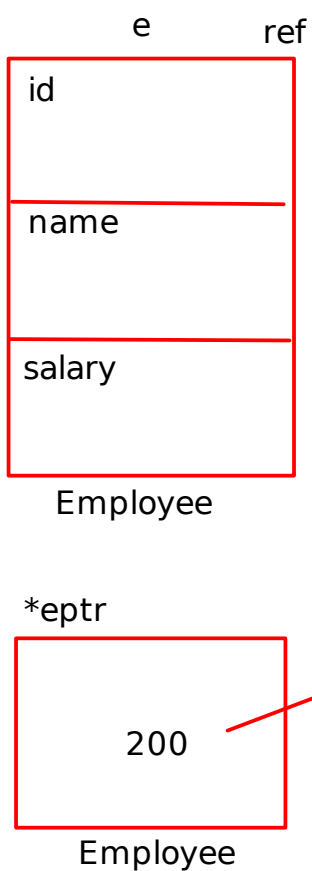


C++

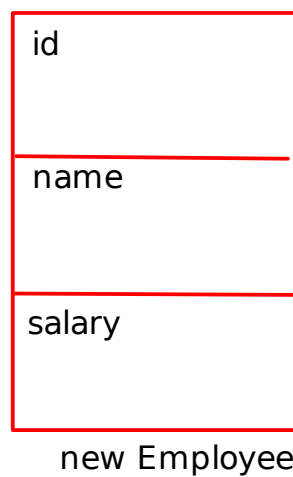
Employee e; // object stored on stack
Employee *eptr = new Employee; // object stored on heap

Stack

Heap



200

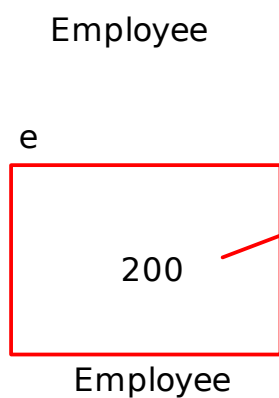


Java

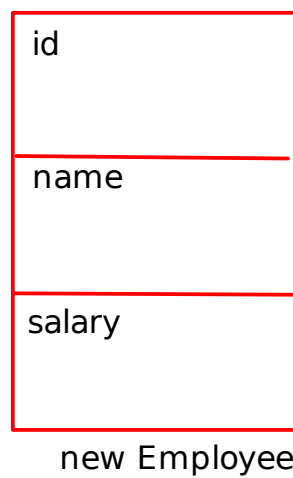
Employee e; // reference
e = new Employee();

Stack

Heap

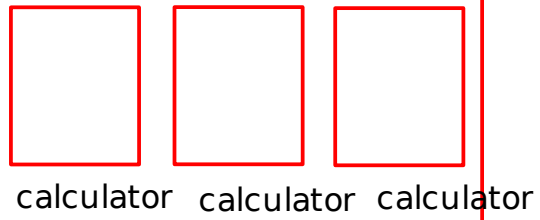


200



Google Server -> Apps

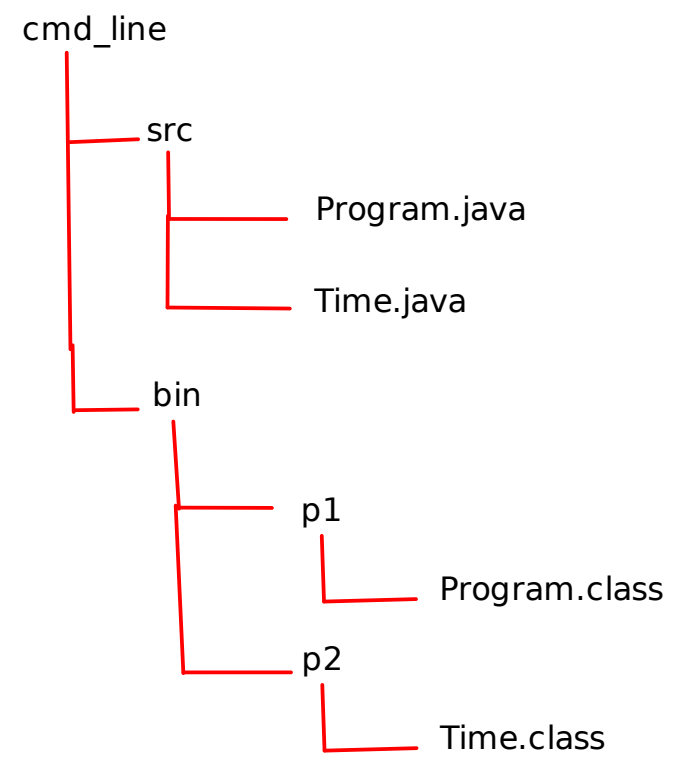
com.bond007.calculator
com.paramanerohan.calculator
com.rohan17.calculator



unique package names
in the entire world
com.sunbeam.calculator

```
package p1;  
  
import p2.Time;  
  
Program{  
    main(){  
        Time t = new Time()  
    }  
}
```

```
package p2;  
  
class Time{  
    void displayTime(){  
    }  
}
```



Every below steps to be done from src directory

```
javac -d ../bin Time.java
```

```
export CLASSPATH=../bin
```

```
javac -d ../bin Program.java
```

```
java p1.Program
```

```
javac -d ../bin Time.java
```

```
// If you dont want to export CLASSPATH  
//javac -cp ../bin -d ../bin Program.java
```

```
// If you dont want to export CLASSPATH  
//java -cp ../bin p1.Program
```

T arr[] = new T[]; // Single Dimensional Array

```
// Primitive types
int arr[] = new int[5];
arr[0] = 10;
```

```
// reference types
Employee []arr = new Employee[5];
arr[0] = new Employee();
arr[0].acceptEmployee();
```

```
for(int element : arr)
    sysout(element)
```

```
for(Employee element : arr)
    element.displayEmployee();
```

T[][] arr = new T[][]; // Multidimensional Array

```
// primitive types
int arr[][] = new int[2][3];
arr[0][0] = 10;
```

```
//reference types
Employee [][]arr = new Employee[2][3];
arr[0][0] = new Employee();
arr[0][0].acceptEmployee();
```

```
for(int []temparr: arr)
    for(int element : temparr)
        sysout(element)
```

```
for(Employee []temparr: arr)
    for(Employee element : temparr)
        element.displayEmployee();
```

acceptinput
using foreach
using traditional for

T[][] arr = new T[][]; // Multidimensional Array

```
// primitive types
int arr[][] = new int[2][]; // Ragged Array
arr[0] = new int[3];
arr[1] = new int[4];
arr[0][0] = 10;
```

```
//reference types
Employee [][]arr = new Employee[2][]; // Ragged Array
arr[0] = new Employee[3];
arr[1] = new Employee[4];
```

```
arr[0][0] = new Employee();
arr[0][0].acceptEmployee();
```

```
for(int []temparr: arr)
    for(int element : temparr)
        sysout(element)
```

```
for(Employee []temparr: arr)
    for(Employee element : temparr)
        element.displayEmployee();
```

```
main(){
int num1 = 10;
method1(num1);
Employee e = new Employee(1,e1,1000);
method2(e);
}
```

```
method1(int &num1){
num1 = 20
}
```

```
method2(Employee e){
e.salary = 2000;
}
```

