-! Take input from uper in class;-Two approach to take input in 1) Create a Scanner object înside the method SetSteident() and accept Value. 2). Greate a Scanner object in moun() method, accept input there and pay these value as argument to the SetStudent(). Second way is Best. Same previous public void setstudent () & Scanner SC = new Scanner (System. in); Sout ("Enter Roll, broade, per); Roll = SC. nextInt(); hnado = Sc. next();) But this not Per - Sc. next Double() good way beary new reference.

```
3 way!-
 import Java. util. Scanner;
 Class Student
     Private int roll,
      Private Biring name;
      Public void SetStudent (int a, String b)
            2011 = 9
           Dame = 5;
      public void ShowStudent ();
         Sout (stoll) ;
         Sout (name);
```

```
public static void main (String Dargs)
   Scanner Sc= new Scanner (System. 94);
   Student S1;
   SI = New Student ();
  Sout C'Enter Roll No");
  Int a = Sc. next Int U;
 Sout (" Enter nome");
  String b = Scinent ();
 SJ. SetStudent (a, b)',
 S1. Show Student ();
                good way to take Proput
                 if multi time input use Array and for loop.
```

- i Object Instialization :-

The word initialization means besting the initial Value of the data member (instance member) of an object.

Other team the default value at the time occusion of the object.

In Java, there are 3 ways using which we can initialize an object and they are

- 1). Emplicit Phitalization.
- 2). Initialization Using Constructor
- 3). Using initalizer blocks.
- 1). Explicit initalizationi-

class (class Name)

(data type)

< creeks modifier> < data type> < variance> = Value;

3

```
Class Account
   Private int accIda L'OI;
   private String name = "Amit",
   Privade double Acchalance = 50000.0;
   public void Show()
     Systemiout. printly ("accord" + accord + " name" + name +
                       " Account bulance " + Acchalance);
Class Upe Account
   public Static void main (String [] args)
        Account A;
        A = New Account ();
        A. ghow U;
```