**Constructor**

* Constructor is a special type of method , whose name is similar to classname and get execute every time object is create.
* In order to develop constructor we should use access specifier but not use access modifier and return type
* Constructors are 3 types

1. Constructor without arguments
2. Constructor with arguments
3. Default constructor

* Main purpose of constructor is initialize non static variables
* The main purpose of constructor overloading is to create an object in multiple ways. For ex1:  Manufacturing of shirt

‐half sleeves

‐full sleeves

‐without sleeves

**Example :**

public class Demo

{

public Demo(int a)

{

System.out.println("integer a: "+a);

}

}

Public class Con

{

public static void main(String[] args)

{

Demo d = new Demo(3);

Demo d1 = new Demo(100);

}

}

Deferent types…………………….

**public** **class** Delete

{

String sname;

**int** age;

**public** **static** **void** main(String[] args) {

Delete d = **new** Delete("prudhvi",23);

System.***out***.println(d.sname);

System.***out***.println(d.age);

}

**public** Delete(String sname,**int** a)

{

**this**.sname = sname; /\* both global and constructor varables are same name

use this key word it represent global varable \*/

age =a; //first mention global variable

}

}

**public** **class** Delete

{

String sname;

**int** age;

**public** **static** **void** main(String[] args) {

Delete d = **new** Delete("prudhvi",23);

d.display();

Delete d1 = **new** Delete("Raj",22);

d1.display();

}

**public** Delete(String name,**int** a)

{

**this**.sname = name; /\* both global and constructor varables are same name

use this key word it represent global varable \*/

age =a; //first mention global variable

}

**public** **void** display()

{

System.***out***.println(sname);

System.***out***.println(age)

}

}