*ASSIGNMENT 2*

WHAT IS CLASS?

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| A class is a blue print from which individual objects are created.A class can have any number of methods to access the value of various kinds of methods. In the above example, barking(), hungry() and sleeping() are methods.  Below mentioned are some of the important topics that need to be discussed when looking into classes of the Java Language. |

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| SYNTAX;  class class\_name  {  methods;  objects;  blocks;  } |

**WHAT IS OBJECT?**

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| If we consider the real-world we can find many objects around us, Cars, Dogs, Humans, etc. All these objects have a state and behavior.  If we consider a dog, then its state is - name, breed, color, and the behavior is - barking, wagging, running.  If you compare the software object with a real world object, they have very similar characteristics.  Software objects also have a state and behavior. A software object's state is stored in fields and behavior is shown via methods.  So in software development, methods operate on the internal state of an object and the object-to-object communication is done via methods. |

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| SYNTAX:  class\_name refrence variable=new class\_name(); |

PROGRAM :

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| import java.util.\*;  class Add  {  void sum()  {  int a=20,b=76,c;  c=a+b;  System.out.println("addition is "+c);  }  }  class Mul  {  int mult()  {  int a=4,b=5,d;  d=a\*b;  return d;  }  }  class Div  {  int divn()  {  int a=20,b=2,e;  e=a/b;  return e;  }  }  class Sub  {  int subn()  {  int a=46,b=28,f;  f=a-b;  return f;  }  }  public class Arithmatic  {  public static void main(String args[])  {  Int d,e,f;  Add a1=new Add();  c=a1.sum();  System.out.println("addition is "+c);  Mul a2=new Mul();  d=a2.mult();  System.out.println("multiplication is "+d);  Div a3=new Div();  e=a3.divn();  System.out.println("division is "+e);  Sub a4=new Sub();  f=a4.subn();  System.out.println("substaction is "+f);  }} |

**Output:**

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| addition is 96  multiplication is 20  division is 10  substaction is 18 |

**Program:**

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| public class Puppy  {  Public void Puppy(String name)  {  System.out.println("Passed Name is :" + name );  }  public static void main(String []args)  {  Puppy myPuppy = new Puppy( "tommy" );  }  } |

**Output:**

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| run:  Passed Name is :tommy |