

Object Oriented Programming JAVA

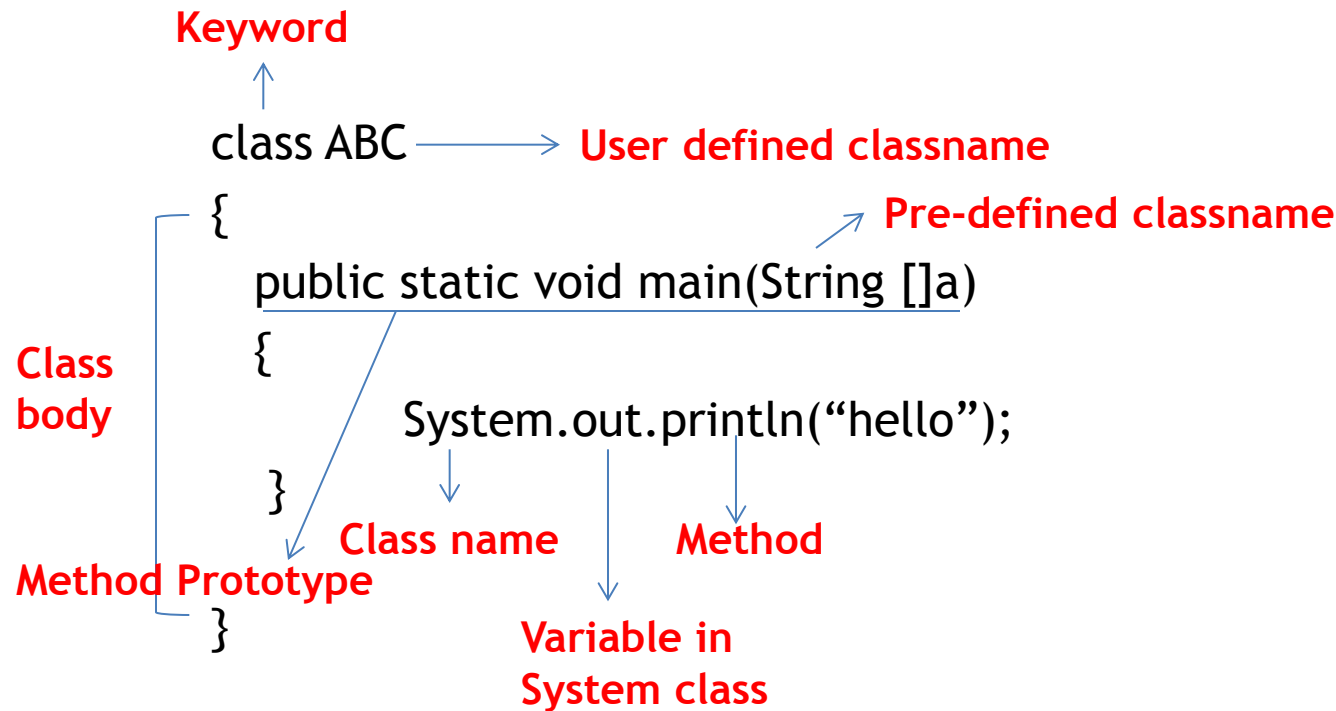
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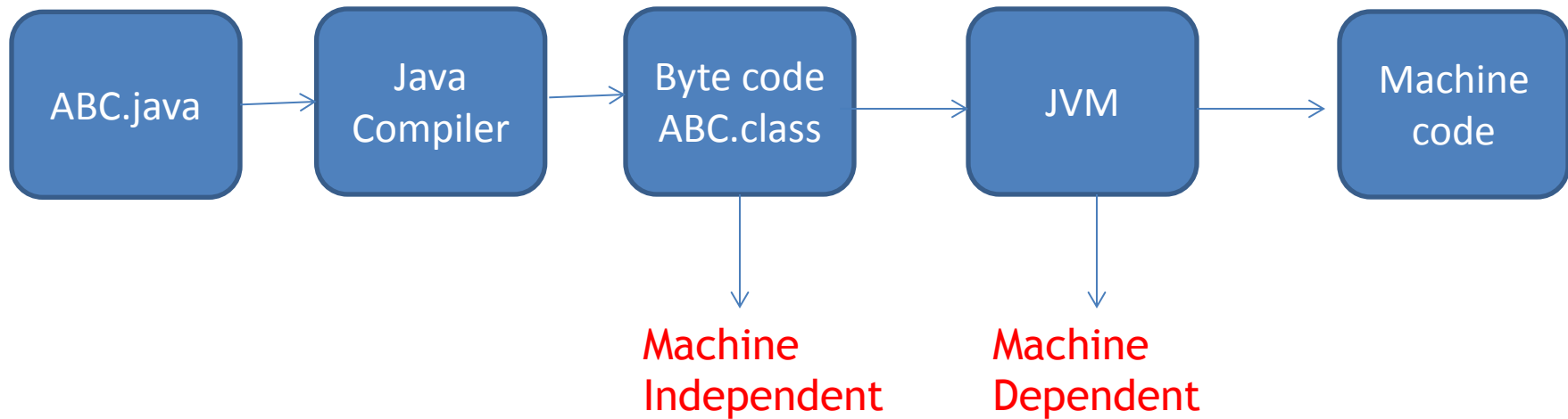
ENCAPSULATION

Example:



Suppose we have saved above program with **ABC.java**

Compilation & Execution process of JAVA



- What is the responsibility of JVM?

It takes .class file and converts each byte code instruction into the machine code with respect to individual OS

Example for class:



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Keyword

class Employee — **User defined classname**

{

int eid;

String ename;

double esal;

Instance variables

static int empcount; — **Static variable**

void displayEmpDetails()

{

System.out.println(eid+“ ”+ename);

}

static void dispEmpCount()

{

System.out.println(empcount); //eid,ename,esal can't be accessed

}

}

Instance method

Static method

**Class
body**

Object

- **What is an Object?**
 - Object is an instance of a class
 - Object exist physically.[heap memory]

- **What is Instantiation?**
Process of creation of an object.

- **How can we create an Object?**
Using **new** keyword.

- **Syntax to create an Object**
`classname refname=new classname();`



To hold an object



Object creation (4 Step Process)

Example

Employee e1 = new Employee();

- Employee is a class name.
- e1 is a reference variable of type Employee, to hold employee object (RHS).
- In RHS, object will create (4 step process).

Alternate way to represent the same

```
Employee e1;  
e1 = new Employee();
```

4 Step Object Creation Process

Ex:

```
class Sample
{
    int a=10;
    String s1;
    boolean b;
    public static void main(String []args)
    {
        Sample s=new Sample();
    }
}
```

Sample s=new Sample();

Step 1

Step 2

Step 3

Step 4

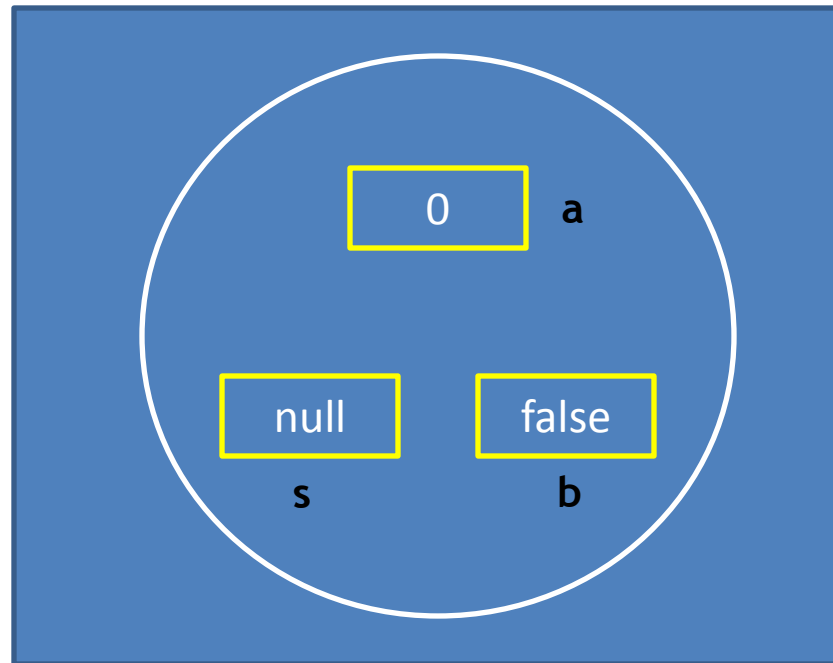
Object Creation Process

Step 1

In RHS, It will create memory for all instance variables and initializes with default values.

Representation of object in Memory :

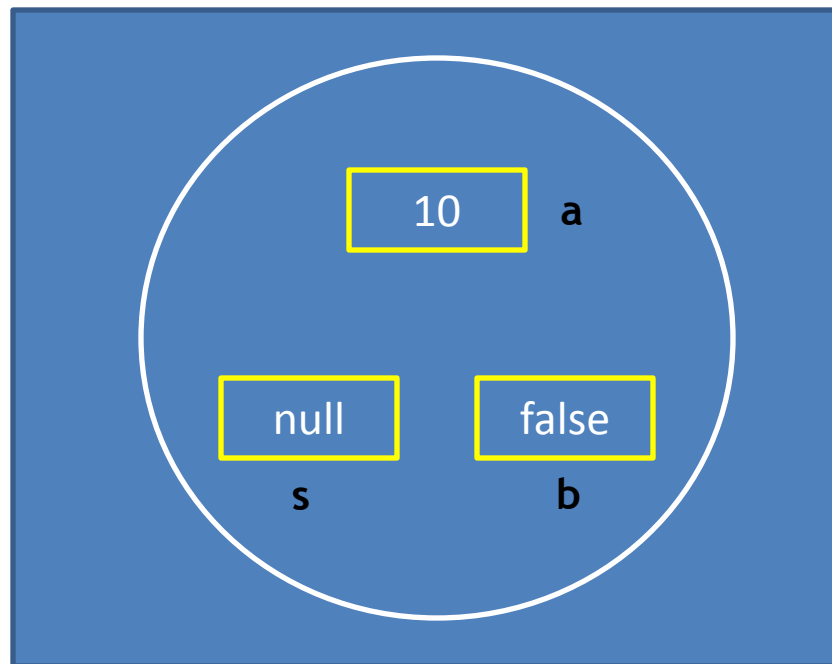
Data Type	Default Value
int	0
float	0.0
double	0.0
string	Null
char	\u0000
boolean	false
Any class type variable	null



Step 2

Assign instance variable with given values

Representation in memory :



Step 3 & 4

3. Constructor will be called.
 - Constructor is a special method.
4. Last step returns memory reference/address.