**ASSIGNMENT - 6**

1. **What is Private Access Specifier?**

**.** Private Access Specifier allows a class to hide its member variables and member functions and objects.

**.** Only functions of the same class can access its private members.

**.** Even an instance of a class cannot access its private members.

1. **What are getter and setter methods? Why do we need them?**

**.** Getters and Setters are used to protect your data, particularly when creating classes.

**.** For each instance variable, a getter method returns its value while a setter method sets or updates its value.

**.** Getters and Setters are also known as accessors and mutators, respectively.

1. **Why this keyword in the Setter method?**

**.** The set method takes a parameter and assigns it to the name variable.

**.** In this keyword is used to refer to the current objects.

1. **Differences between Local variables and Members variable / Instances variables?**

|  |  |
| --- | --- |
| Member / instances Variables | Local Variables |
| **.** A variable that is bounded to the object itself. | **.** A variable that is typically used in a method or a constructor. |
| **.** It is possible to use access modifiers for the instance variables. | **.** It is not possible to use access modifiers for the local variables. |
| **.** Can have default values. | **.** Do not have default values. |
| **.** Instance variables create when creating an object. | **.** Local variables create when entering the method or a constructor. |
| **.** Instance variables destroy when destroying the object. | **.** Local variables destroy when exiting the method or a constructor. |

1. **What is Reference Variable?**

**.** Reference variable is used to point object / values.

**.** Classes, Interfaces, Arrays, Enumerations and Annotations are reference types in java.

**.** Reference variable hold the objects / values of reference types in java.

1. **Syntax of creating an object?**

**.** The syntax for creating an object is:

ClassName object ----new ClassName();

1. **Explain in details what happens when we create an object?**

**.** When an object is created, memory is allocated to hold the object properties.

**.** An object reference pointing to that memory location is also created.

**.** To use the object in the future, that object reference has to be stored as a local variable or as an object member variable.

1. **What is Class?**

**.**  Class is a collection of object.

**.** It is a Blue print that object follows to show the structure offen object.

Eg: Contruction of Building.

**.** It is a user defined datatype.

**.** It is a logical entity.

1. **What is Object?**

**.** Object is a Instance of Class.

**.** It is a Real world entity.

**.** It is example offen class.

Eg: Task performed , properties.

1. **What are the default values of all the datatypes?**

|  |  |
| --- | --- |
| Data Type | Default value (for fields) |
| byte | 0 |
| short | 0 |
| int | 0 |
| long | 0L |
| float | 0.0f |
| double | 0.0d |
| char | ’\u0000’ |
| String | null |
| boolean | false |