Why Class?

- Primitive data type
- Non-primitive data type

Class

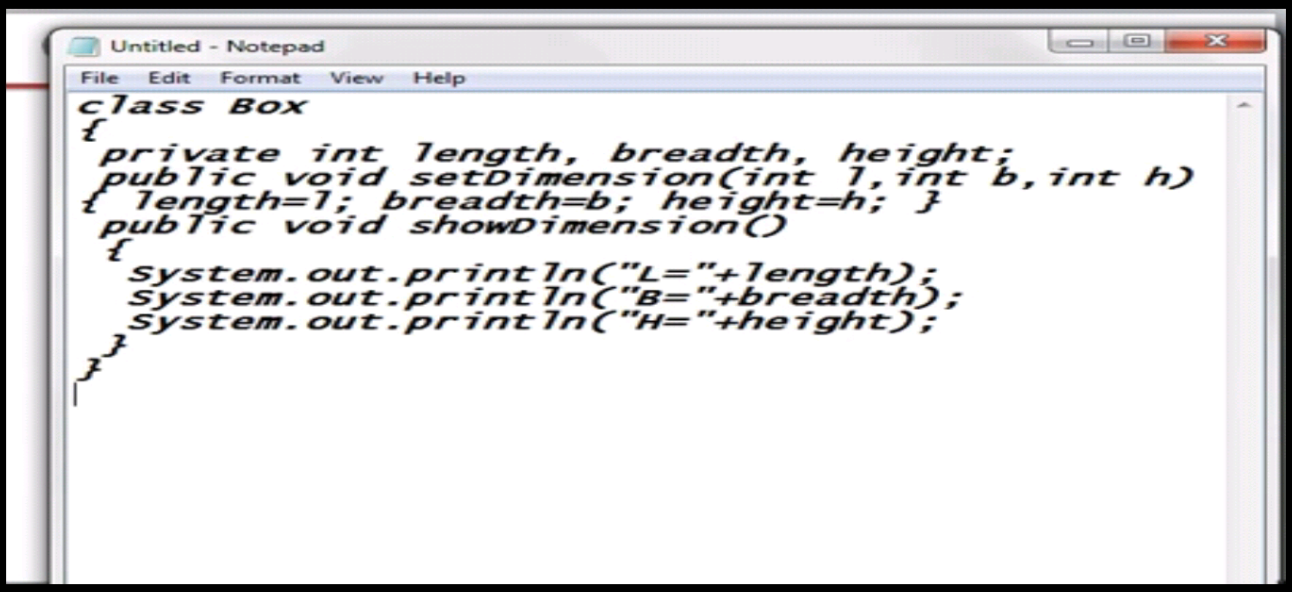
- Class is a description of an object's property and behaviour
- Creating class is as good as creating data type
- Class is defining a category of data

Object

- Object is a real world entity
- Object is an instance of a class
- Object consumes memory to hold property values

Class

- Define a class Box with length, breadth and height as member variables . Also define setDimension() and showDimension() as member functions.


Untitled - Notepad
File Edit Format View Help
class Box
{
private int length, breadth, height;
public void setDimension(int l,int b,int h)
{ length=l; breadth=b; height=h; }
public void showDimension()
{
System.out.println("L="+length);
System.out.println("B="+breadth);
System.out.println("H="+height);
}
}

Creating Objects in Java

- In C++
  - Box b1;
  - Box *p=new Box();
- In Java

Creating Objects in Java

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  - Box b1;
  - Box *p=new Box();
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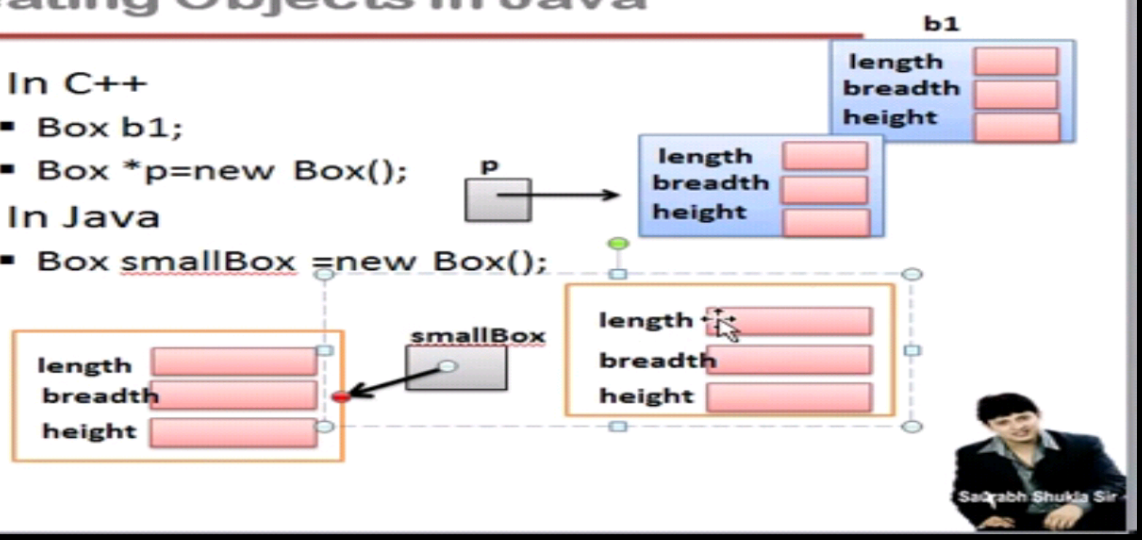
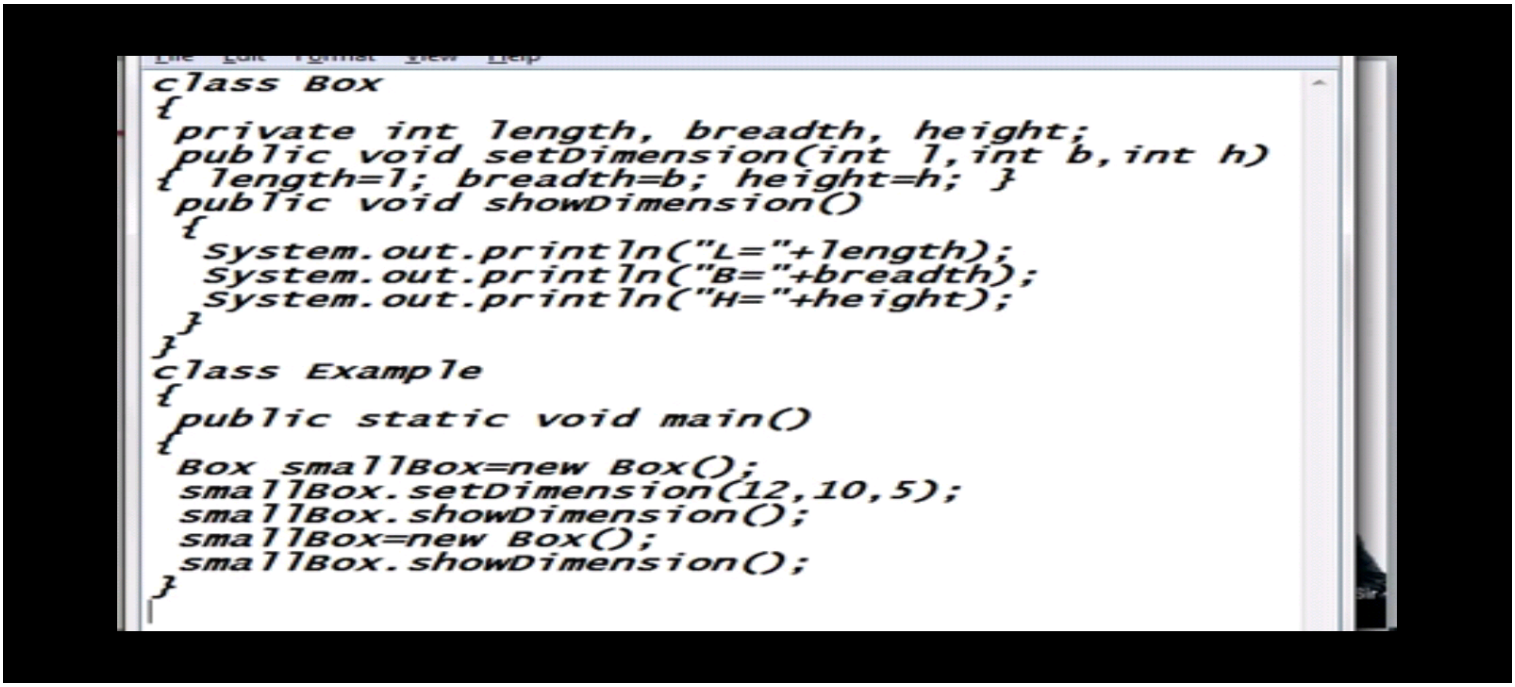
  - Box smallBox =new Box();

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class Example
{
public static void main()
{
Box smallBox=new Box();
smallBox.setDimension(12,10,5);
smallBox.showDimension();
smallBox=new Box();
smallBox.showDimension();
}