

Dt : 25/11/2020

define Class?

=>Class is a 'Structured layout' generating Objects.

=>Class is a collection of Variables,methods and main()

=>we use 'class' keyword to declare classes.

structure of class declaration:

```
class Class_name
```

```
{
```

```
//Variables
```

```
//Methods
```

```
//main()
```

```
}
```

define Object?

=>Object is a memory generated to a class holding the members of the class.

=>we use 'new' keyword in java to create objects.

syntax of object creating using 'new' keyword:

```
Class_name obj_name = new Class_name();
```

Construting first program:

Exp program:

wap to add two numbers and display the result?

Variables : a,b,c

Methods(actions) : add()

Starting point : main()

```
import java.lang.System;
import java.lang.String;
class Addition
{
    int a,b,c;
    void add()
    {
        c = a+b;
        System.out.print(c);
    }
    public static void main(String args[])
    {
```

```
        Addition ob = new Addition();
```

```
        ob.a = 12;
```

```
        ob.b = 13;
```

```
        ob.add();
```

```
    }
```

```
}
```

Note:

"System" and "String" classes are imported from JavaLib.

***imp**

writing, Saving, Compiling and Executing Java program:

step1 : Create one folder part of any drive

E:\OnlineData\CoreJava\Demo110

step2 : Open EditPlus(Any text editor) and type the program

Open Edit plus->Browse and select destination folder(Demo110)->

Click 'File'->New->Java and type the program

step3 : Save the program in Destination folder(Demo110)

Click on 'File'->Save->Name the file(Addition.java) and click 'save'

Note:

=>Compile and Execute the program from Command prompt.

To open Command Prompt, GOTO destination folder(Demo110)->

type 'cmd' in address bar and press "enter".

step4 : Compile the program as

javac Addition.java

step5 : Execute the program as

java Addition

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