

Assignment

OOPs Fundamentals:-

Q1) How to create an object in java?

A) Java provides 4 ways to create an object that are:

1. Using new keyword
2. Using clone() method
3. Using newInstance() method of the Constructor class
4. Using Deserialization

Q2) What is the use of new keyword in java?

A) The new keyword creates new objects.

Q3) What are the different types of variables in java?

A) In java there are 3 types of variables that are:

1. Local Variable- A variable declared inside the body of the method is called local variable.
2. Instance Variable- A variable declared inside the class but outside the body of the method.
3. Static Variable- A variable that is declared as static is called a static variable.

Q4) What is the difference between instance variable and local variable?

A)

INSTANCE VARIABLE VERSUS LOCAL VARIABLE

INSTANCE VARIABLE	LOCAL VARIABLE
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
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Q5) In which area memory is allocated for instance variable and local variable?

A) In java , instance and local variable are stored in heap memory place.

Q6) What is method overloading?

A) Method overloading in java is a feature that allows a class to have more than one method with the same name, but with different parameters.

The End