

## **OOPS CONCEPT**

**OOPS CONCEPT:-** It is real world programming technique, user's Requirement which is use to **class, object, data binding, data hiding, Encapsulation, polymorphism, message passing, Inheritance abstraction** etc.

### **Class:-**

1. It is a collection of similar data type of object.
2. It contains data member and member functions.
3. It contains again private, public, protected and default access modifiers.
4. It is also known as user define data typ.

**Example 1:-**Write a program to put any two number and find sum.

### **Solution:-**

```
class Ajay
```

```
{
```

```
private int a,b,c;
```

```
public void add()
```

```
{
```

```
java.util.Scanner x=new java.util.Scanner(System.in);
```

```
System.out.print("\nEnter two number");
```

```
a=x.nextInt();
```

```

b=x.nextInt();
c=a+b;
System.out.print("Sum is "+c);
}
}
class muclass
{
public static void main(String arg[])
{
Ajay a=new Ajay();    //a is object of class Ajay.
Ajay b=new Ajay();    //b is also object of class Ajay.
a.add();              //first time function call
a.add();              //second time function call
b.add();              //third time function call
}
}

```

**Output:-** Enter two number 4 //first time function call and run

5

Sum is 9

Enter two number 6 //second time function call and run

1

Sum is 7

Enter two number 4      *//third time function call and run*

15

Sum is 19

**Function:-**It is the smallest individual sub program which is use to perform specific task.

There are **two** types of function.

1. User define function
2. Build in function.

They have also **four** types.

- i. No argument no return type.
- ii. Argument and no return type.
- iii. No argument but return type.
- iv. Argument but return type.

**i.No argument no return type:-**

**Example:-**Write a program to put any two number and find sum with using function.

**Solution:-**

```
class mymath
{
    private int a,b,c;
```

```

public void add()                //create function with no argument
{
    System.out.print("Enter two number");
    java.util.Scanner x=new java.util.Scanner(System.in);
    a=x.nextInt();
    b=x.nextInt();
    c=a+b;
    System.out.print("Sum is "+c);
}
}
class muclass
{
    public static void main(String arg[])
    {
        mymath m=new mymath();
        m.add(); //function call with no argument
    }
}

```

**Output:-** Enter two number 3 //first time run

*Sum is 4*

*Enter two number 13 //Second time run*

*4*

*Sum is 17*

## *ii. Argument and no return type function:-*

***Example:-Write a program to put any two number and find sum using function.***

*Solution:-*

```
class mymath
{
    private int c;
    public void add( int a ,int b)
    {
        c=a+b;
        System.out.print("Sum is "+c);
    }
}

class myclass
{
    public static void main(String arg[])
    {
        mymath m=new mymath();
```

```
int a,b;  
System.out.print("Enter two number");  
java.util.Scanner x=new java.util.Scanner(System.in);  
a=x.nextInt();  
b=x.nextInt();  
m.add(a,b);  
}  
}
```

**Output:-** Enter two number 13 //first time run

4

Sum is 17

Enter two number 13 //Second time run

14

Sum is 27

**iii. No argument but return type:-**

**Example:-**Write a program to put any two number and find sum with using function.

**Solution:-**

```
class mymath  
{  
private int a,b,c;
```

```
public int add()
{
    System.out.print("Enter two number");
    java.util.Scanner x=new java.util.Scanner(System.in);
    a=x.nextInt();
    b=x.nextInt();
    c=a+b;
    return(c);
}
}
class myclass
{
    public static void main(String arg[])
    {
        mymath m=new mymath();
        int r=m.add();
        System.out.println("sum is "+r);
    }
}
```

**Output:-** Enter two number 3 *//first time run*

4

Sum is 4

Enter two number 13 //Second time run

4

Sum is 17

#### iv Argument but return type:-

**Example:-**Write a program to put any two number and find sum with using function.

#### Solution:-

```
class mymath
{
    private int c;
    public int add(int a,int b)
    {
        c=a+b;
        return(c);
    }
}

class myclass
{
    public static void main(String arg[])
    {
```



```

        int a,b;
        mymath m=new mymath();
        System.out.print("Enter two number");
        java.util.Scanner x=new java.util.Scanner(System.in);
        a=x.nextInt();
        b=x.nextInt();
        int r=m.add(a,b);
        System.out.println("Sum is "+r);
    }
}

```

**Output:-** Enter two number 3 //first time run

4

Sum is 4

Enter two number 13 //Second time run

4

Sum is 17

**Multiple function:-**

**Example:-** Write a program to put any two number and find sum, div, multi, sub and etc.

**Solution:-**

```

class mymath
{

```

```
        private int a,b,c;

        public void get()
        {
System.out.print("Enter two number");
java.util.Scanner x=new java.util.Scanner(System.in);

        a=x.nextInt();

        b=x.nextInt();
    }

    public void put()
    {

        System.out.print("a= "+a);

        System.out.print("\nb= "+b);
    }

    public void puta()
    {

        c=a+b;

        System.out.print("\n Addition is "+c);

        c=a*b;

        System.out.print("\n Multiplication is "+c);

        c=a-b;

        System.out.print("\n Subtraction is "+c);

        c=a/b;
```

```

        System.out.print("\n Division is "+c);
    }
}
class muclass
{
    public static void main(String arg[])
    {
        mymath m=new mymath();
        m.get();
        m.put();
        m.puta();
    }
}

```

**Output:-**      Enter two number 6      //first time run

2

Sum is 8

Multiplication is 12

Subtraction is 4

Division is 3

**Note:-** String is a class. It means name is reference variable. It contain 4 bytes memory and treated as reference variable.

**Object as an array:-**

### Example:-

```
class ajay
{
    private int id,salory;
    private String name;
    public void get()
    {
        java.util.Scanner x=new java.util.Scanner(System.in);
        System.out.print("Enter employee id ");
        id=x.nextInt();
        System.out.print("Enter employee Salary ");
        salory=x.nextInt();
        System.out.print("Enter employee Name ");
        name=x.next();
    }
    public void put()
    {
        System.out.println("ID="+id);
        System.out.println("Salary="+salory);
        System.out.println("Name="+name);
    }
    public void grade()
```

```

    {
        if(salary>=50000)
            System.out.println("your First grade");
        else if(salary>=35000 && salary<=49999)
            System.out.println("your second grade");
        else if(salary>=10000 && salary<=34999)
            System.out.println("your Third grade");
        else
            System.out.println("Your wrong number");
    }
}

class mainclass
{
    public static void main(String arg[])
    {
        java.util.Scanner p=new java.util.Scanner(System.in);
        System.out.print("Enter array size");
        int size=p.nextInt();
        array s[]=new array[size];
        for(int i=0;i<s.length;i++)
        {
            s[i]=new array();

```

```
        s[i].get();  
        s[i].put();  
        s[i].grade();  
    }  
}  
}
```

### **Output:-**

Enter array size 2

Enter employee id 1234

Enter employee Salary 54600

Enter employee Name ajay

ID=1234

Salary=54600

Name=ajay

your First grade

Enter employee id 12345

Enter employee Salary 15400

Enter employee Name vijay

ID=1234

Salary=54600

Name=ajay

your First grade

**This keyword:-** It is use to convert local variable's convert into class variable.

**Example:-**

```
public class MyClass {  
    int x;  
    public MyClass(int x) {  
        this.x = x;  
    }  
    public static void main(String[] args)  
    {  
        System.out.println("Enter one number");  
        java.util.Scanner X= new  
java.util.Scanner(System.in);  
        int m;  
        m=X.nextInt();  
        MyClass myObj = new MyClass(m);  
        System.out.println("Your value x= " + myObj.x);  
    }  
}
```

**Output:-**

Enter one number 6

Your value  $x=6$

***Created by Ajay Kumar Verma***