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Exercise 1:

CLASSES AND OBJECTS

AIM:

To develop a java program to implement classes and objects.

PSEUDOCODE:

Class StudentData

BEGIN

  Constructor StudentData
  Constructor StudentData(int a, String b, int c)

  Method getID()
  Return ID
  Method getName()
  Return Name
  Method getAge()
  Return Age

  Method setID()
  Method setName()
  Method setAge()

  Print Name, Age, ID   //student1
  Print Name, Age, ID   //student2

END

PROGRAM:

```java
class StudentData
{
  private int ID;
  private String Name;
  private int Age;
  StudentData()
  {
    ID = 100;
    Name = "Student_1";
    Age = 18;
  }
  StudentData (int num1, String str, int num2)
  {
    ID = num1;
    Name = str;
    Age = num2;
  }

  //methods
  public int getStuID() {
    return ID;
  }
  public void setStuID(int ID) {
    this.ID = ID;
  }
  public String getStuName() {
    return Name;
  }
  public void setStuName(String Name) {
    this.Name = Name;
  }
  public int getStuAge() {
    return Age;
  }
  public void setStuAge(int Age) {
    this.Age = Age;
  }

  public static void main(String args[])
  {
    //This object calls the first constructor StudentData()
    StudentData myobj = new StudentData();
    System.out.println("Student Name: "+myobj.getStuName());
    System.out.println("Student Age : "+myobj.getStuAge());
    System.out.println("Student ID  : "+myobj.getStuID());
```
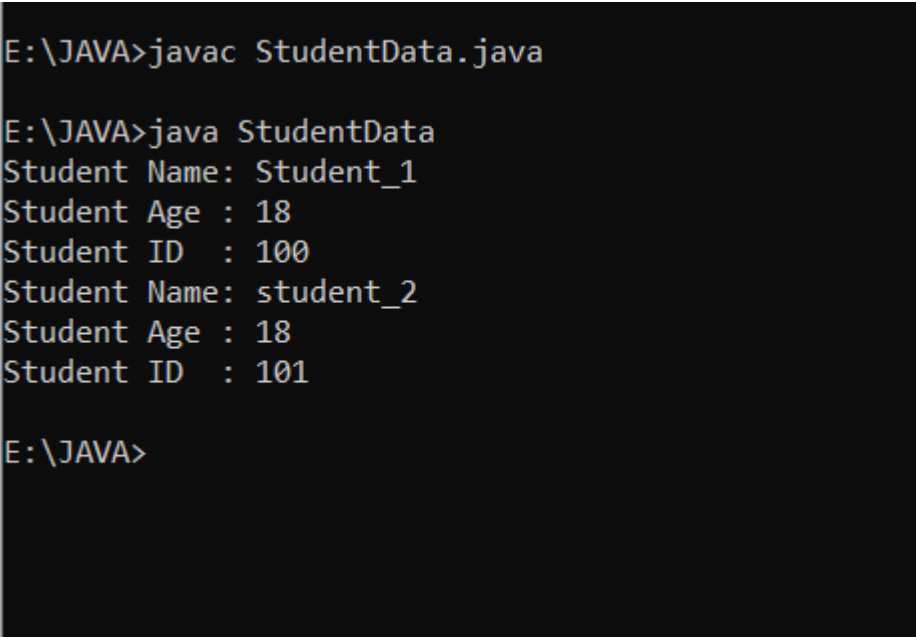
```
/*This object calls the second constructor
     * constructor StudentData(int, String, int)*/
    StudentData myobj2 = new StudentData(101, "student_2", 18);
    System.out.println("Student Name: "+myobj2.getStuName());
    System.out.println("Student Age : "+myobj2.getStuAge());
    System.out.println("Student ID  : "+myobj2.getStuID());
 }
}
```

OUTPUT:

```
E:\JAVA>javac StudentData.java

E:\JAVA>java StudentData
Student Name: Student_1
Student Age : 18
Student ID  : 100
Student Name: student_2
Student Age : 18
Student ID  : 101

E:\JAVA>
```

RESULT:

Thus, The program has been executed successfully.