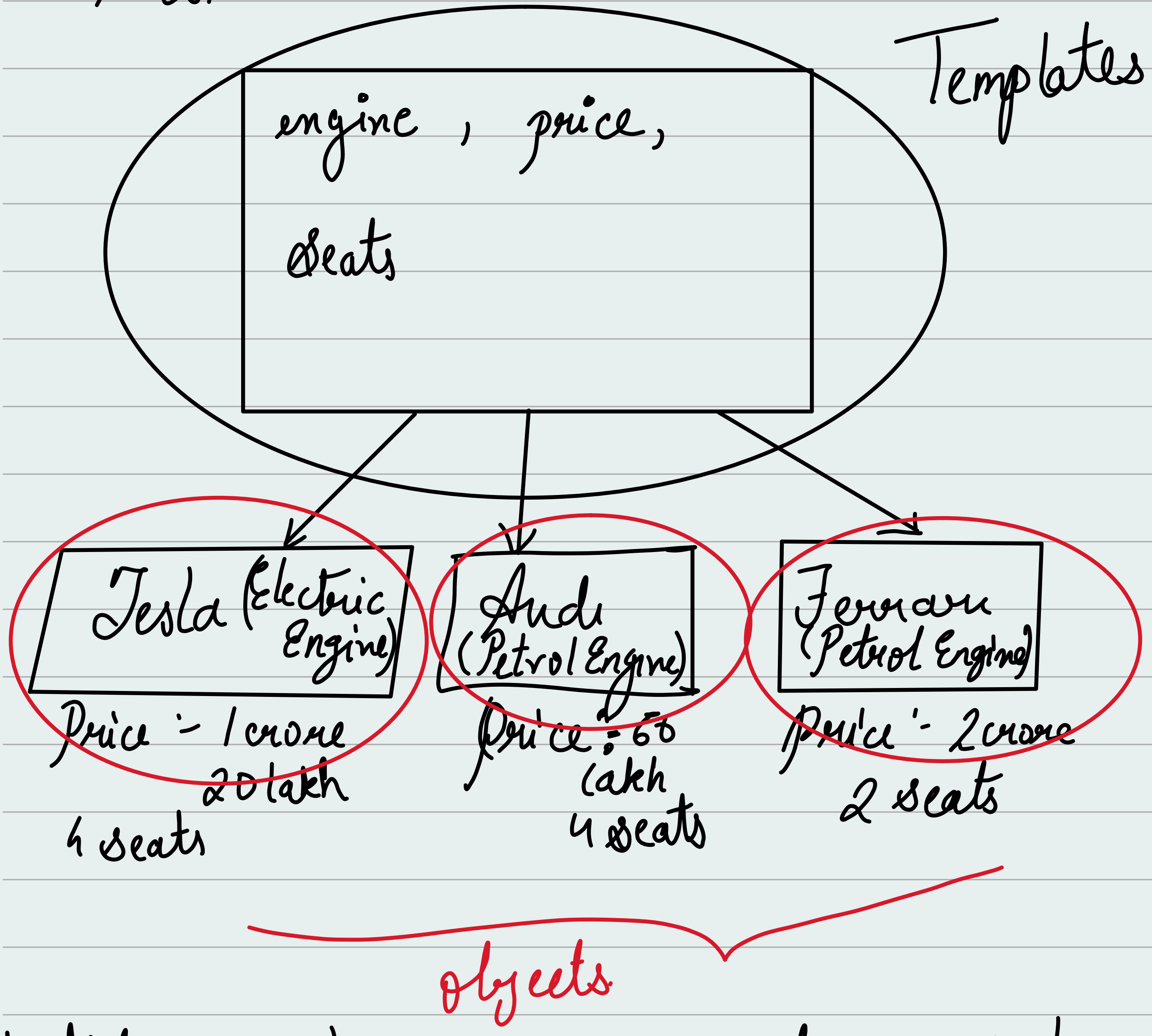
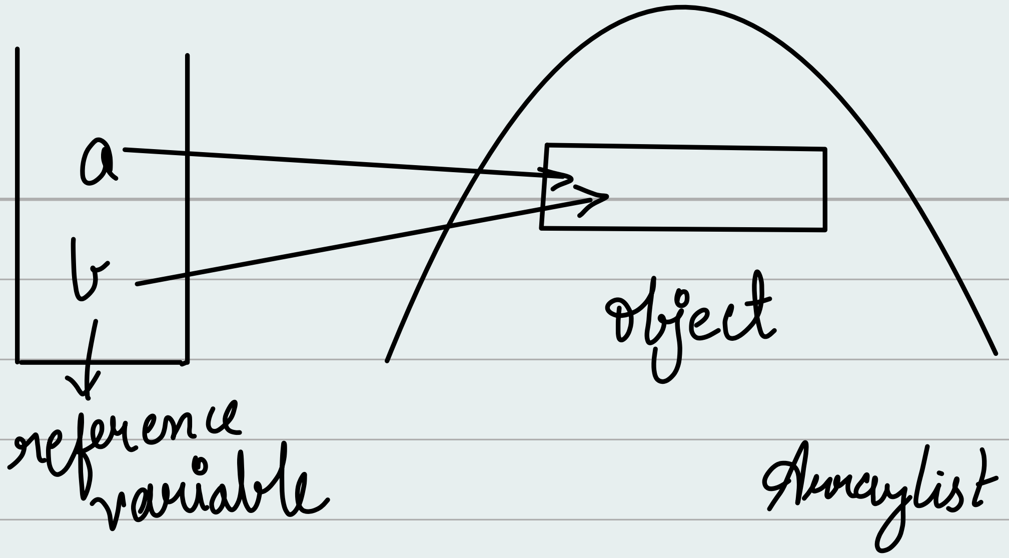
OOP - 1 :—

class -

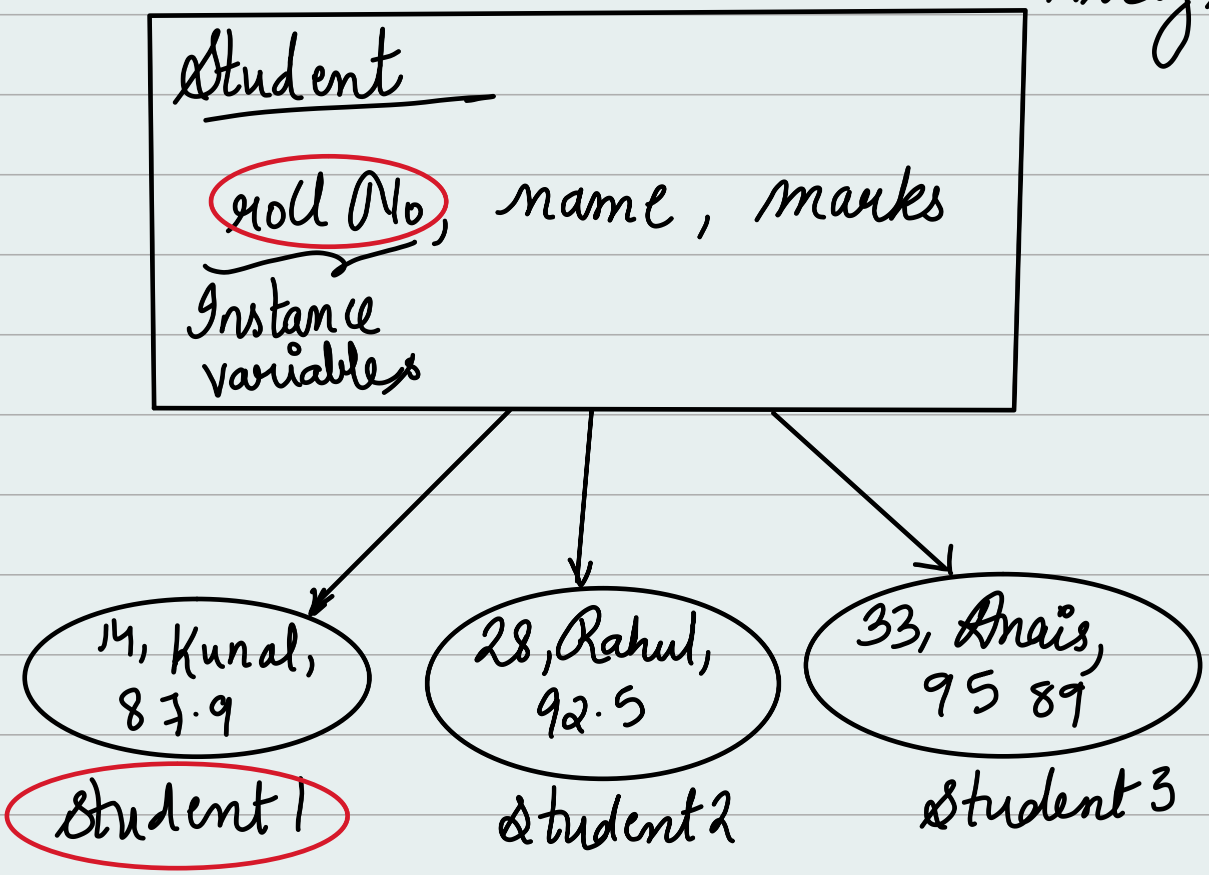


Object:- It's instance of the class Instance is like physical objects

Class :- logical construct / template of an object
Object :- physical Reality // occupying space in memory.



Arraylist list = new Arraylist



• operator : Sout ($\underbrace{\text{student1.rollno}}_{14}$)

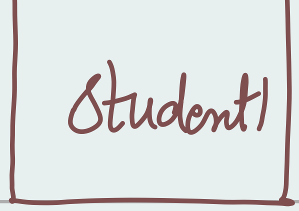
class Student {

int rno;

String name;

Student student1 ; // declare

```
    float marks;
}
```

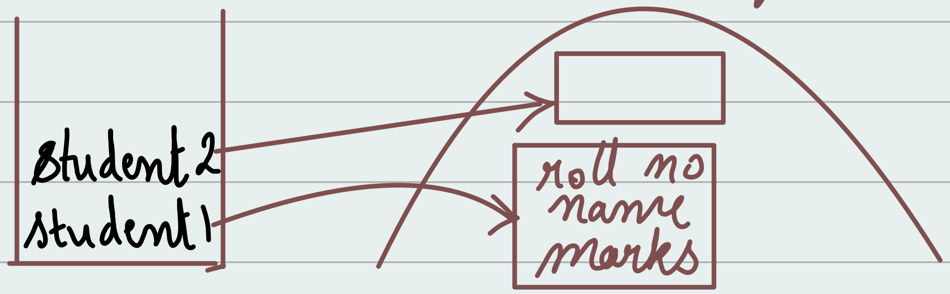


// create an object

student1 = new Student();

↓

dynamically allocates the memory at run time and return the reference variable to it.



$$\underbrace{\text{Student student 1}}_{\text{compile time}} = \underbrace{\text{new Student ();}}_{\text{runtime}}$$

?

constructor

Student

r no = 0

name = null

marks = 0 0

new

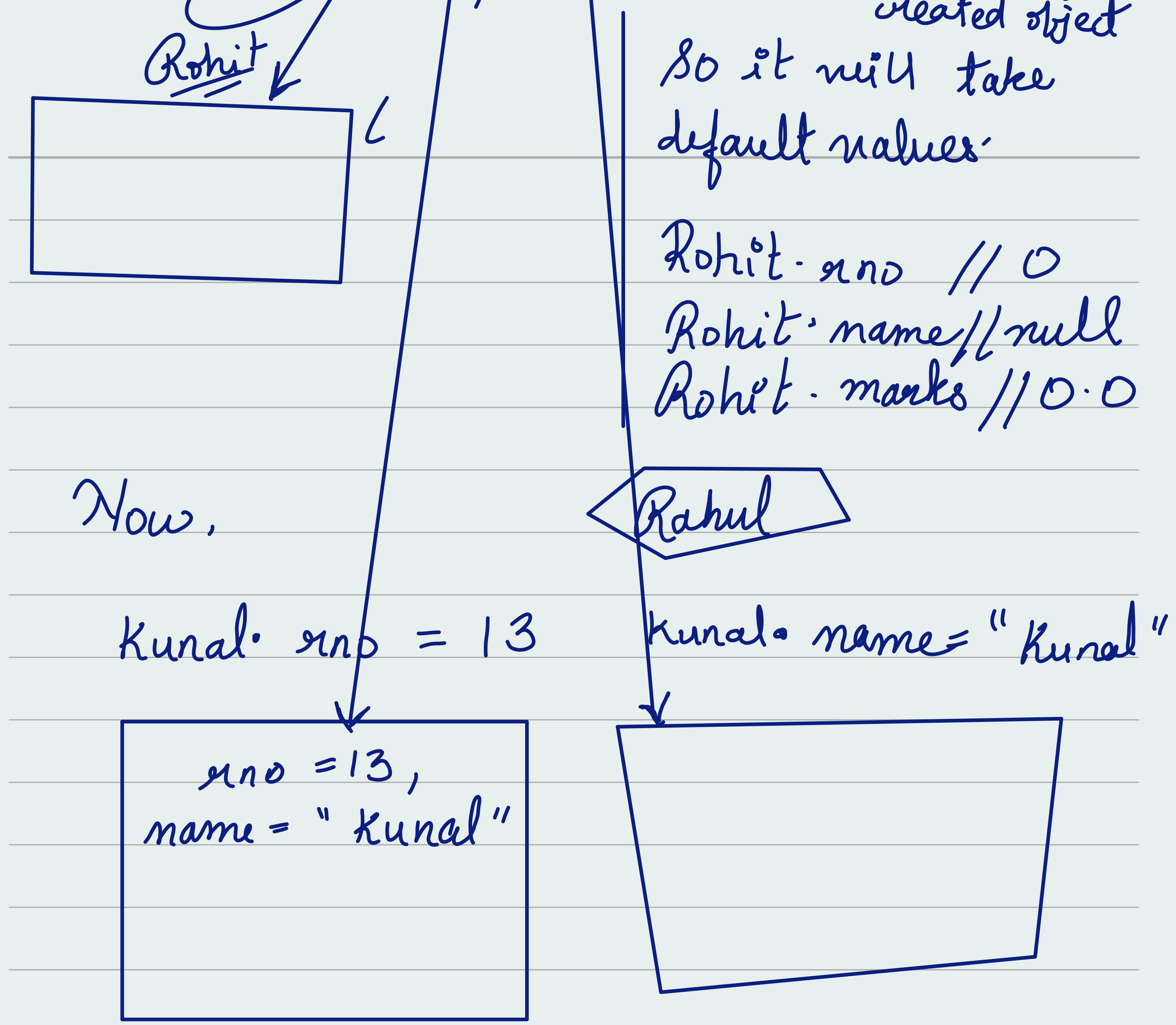
r.no doesn't exist in the newly

created object
So it will take default values.

Rohit.rno // 0
Rohit.name // null
Rohit.marks // 0.0

Now,

Kunal.rno = 13   Kunal.name = "Kunal"



★ A constructor basically defines what happens when your object will be created.

What:
Student Rohit =
new Student (13, "Rohit Maity",
90.5);

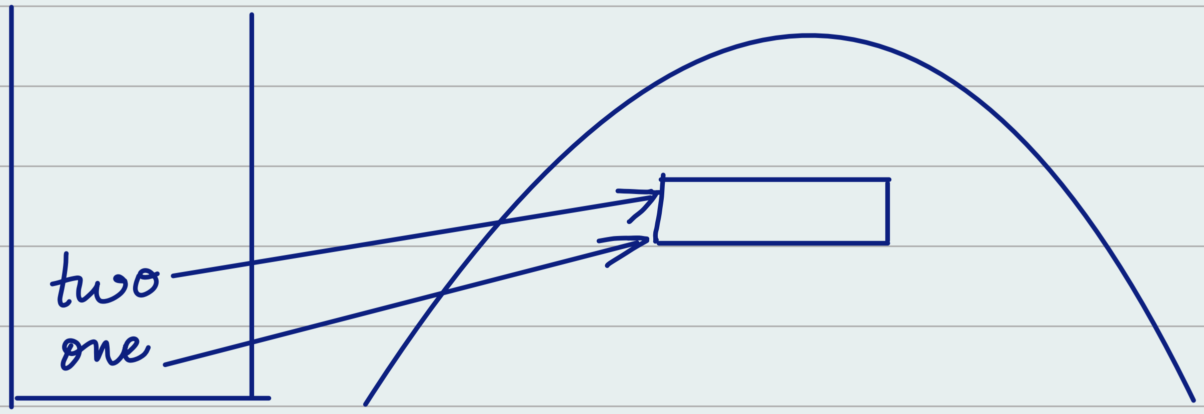
special type of function in the class

bind these arguments with the object.

* Constuctor is a special function, that runs when you create an object and it allocates some variable when we like it

Student one = new Student ( ),

Student two = one;



final int INCREASE = 2; // It cannot be modified.

* Always initialize while declaring it

* final cannot be modified in the primitives data types but if it is not primitive data type then it can be modified but cannot be reassig ned.

→ final Student Kunal = new Student ( )

Kunal. name = "new name"

* Garbage Collection :-

* Automatic garbage collection happens