Experiment – 3

Class-Object and Methods

LEARNING OUTCOMES:

Student will be able to

1. Define class and object
2. Declare member functions and data members of a class
3. Access the data members and member functions by creating object of class

OBJECTIVE:

To Develop a Java program that Creates a Class, an Object and adding methods.

REQUIRED APPARATUS:

1. Notepad/Editors (VS Code, Atom, Brackets, Notepad++...), JDK 1.7 and above version.
2. Personal Computer with 2GB RAM, 320GB HDD and Pentium2 processor or above

PRECAUTIONS AND SAFETY MEASURES FOR A COMPUTER LAB

1. Don't touch the switch boards with wet hands.
2. Don't operate a system if the walls are wet.
3. Keep the food and beverages outside workspace
4. Shutdown and switch off properly the systems to avoid the system crash.
5. Keep footwear outside the lab so as to protect equipment from dust.
6. Know the place of fire extinguisher in lab

BRIEF THEORY

CLASS, OBJECTS AND member FUNCTION:

Class: Java is an Object-Oriented programming language. In Java, the **classes and objects** forms the basis for implementing any problem. Classes provide a means of bundling data and functionality together. The data of the class is called as data members and functions which access that data are called member functions of the class.

Syntax:

Class classname

{

Data memer1, member2..;