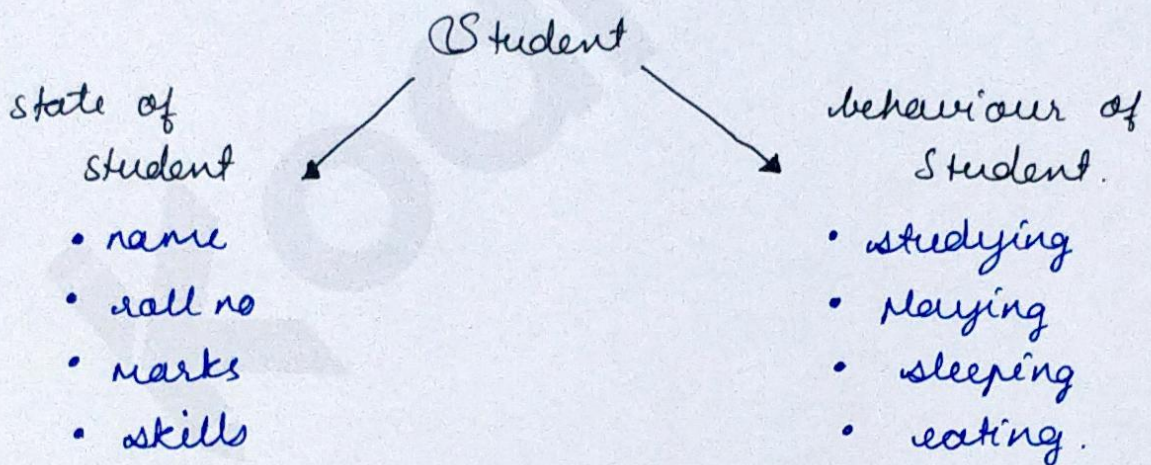
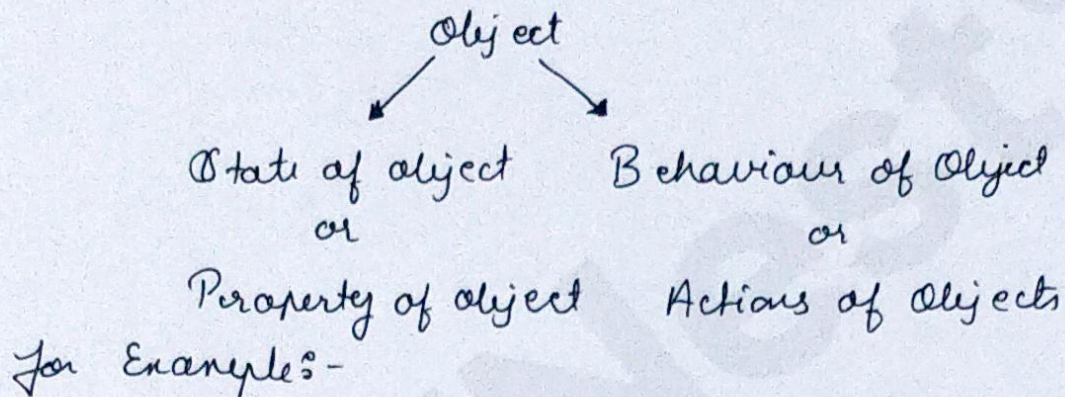


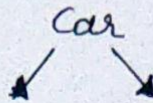
## Object Orientation Programming

### example-1

- To create an object we require the following information.







- brand
- color
- price
- accelerates

class Car

{

String brand;  
String color;  
int price;

state / properties.

void accelerate()

{

System.out.println("A car accelerates");

}

}

class CarApp

{

public static void main (String []args)

{

Car c = new Car();  
c.brand = "maruthi";  
c.color = "red";  
c.price = 120000;

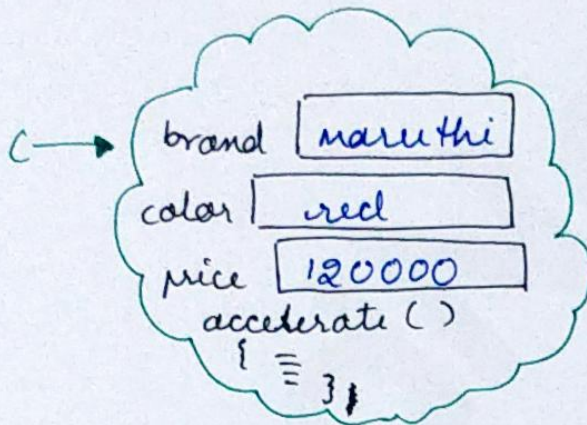
behaviour / action  
performed.





```
System.out.println(" Brand : " + c.brand);  
System.out.println(" color : " + c.color);  
System.out.println(" Price : " + c.pric);  
c.accelerate();  
}  
}
```

In heap memory :-



Output :-

for compilation :- javac CarApp.java

for execution :- java CarApp

Brand : maruthi

color : red

Price : 120000.

A car accelerates.

