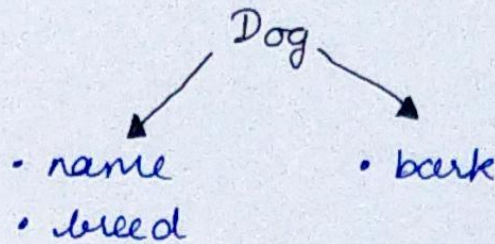


Object Orientation Programming example -2



```
class Dog
{
    String name;
    String breed;
    void bark()
    {
        System.out.println("Bow Bow");
    }
}

class DogApp
{
    public static void main(String []args)
    {
        Dog d1 = new Dog();
        d1.name = "Scooby";
        d1.breed = "pug";
    }
}
```



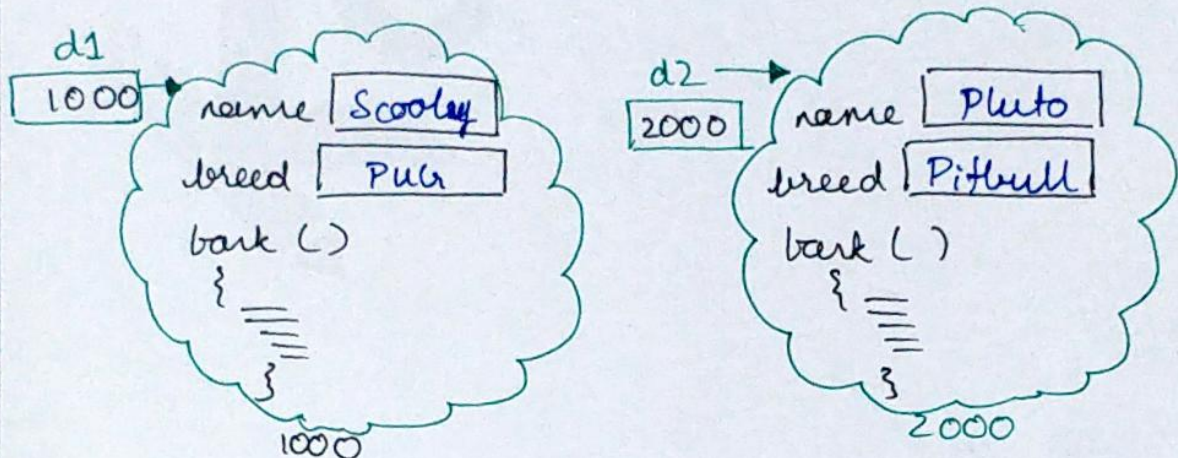

```
System.out.println("Details of Dog d1 :-");  
System.out.println("Name : "+ d1.name);  
System.out.println("Breed : "+ d1.breed);  
d1.bark();
```

```
Dog d2 = new Dog();  
d2.name = "Pluto";  
d2.breed = "pitbull";  
System.out.println("Details of Dog d2 :-");  
System.out.println("Name : "+ d2.name);  
System.out.println("Breed : "+ d2.breed);  
d2.bark();
```

}

}

In heap memory :-



Output :-

For compilation :- javac DogApp.java

For execution :- java DogApp.

Details of Dog d1 :-

Name : Scooby

Breed : pug

Baw Baw!

Details of Dog d2 :-

Name : Pluto

Breed : pitbull

Baw Baw!

