Object Orientation Programming enample-1

· To create an object we vequire the following in formation.

Object

Otati of object Behaviour of Object

Peroperty of object Actions of Objects

for Enangles-

15 tudent

state of student

- · name
- · rall no
- · marks
- · skills

behaviour of Student.

- · studying
- · Maying
- · sleeping
- · eating.



- · brand
- · color
- · price

das Car

String brand; String color; int price;

estate / properties.

void accelerate ()

behaviour/action of performed.

Oystem.out.peintln(" A car occerates");

class CarApp

public static void main (String Edangs)

Car c = new Car(); c. brand = "maruthi";

c. color = "red";

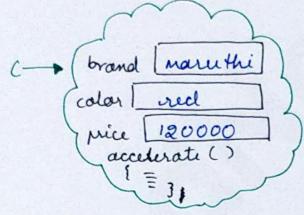
c. price = 120000;



System.out.print(n(" Brand: "+ c. brand); System.out.print(n (" color: "+ c. color); System.out.print(" Price: "+ c. price); c. accelerate ();

3

In hear memory :-



Output 3-

for compilation: javae CarApp.java for enecution: java CarApp

Brand: maruthi

color: red

Puice: 120000.

A car accelerates