**Constructor**

**what is constructor?**

1. constructor is useful for initializing object specific values.
2. It is created using the same name of our class name.
3. constructor area is getting called automatically when object/instance is created. [object-instance] [class is instantiated]
4. constructor doesn't have any return type.
5. Default constructor is invisible.
6. This default constructor will call the no-argument constructor of the superclass.
7. The compiler automatically provides a no-argument, default constructor for any class without constructors.
8. Once we overload constructor, it becomes visible.
9. Once we have visible constructor, there is no, no-argument constructor.
10. Constructor can be private just as private method, variable, class etc.

Fields will be assigned with default values.

byte, short, int, long: 0

float, double: 0.0

boolean: false

char: ’’ (empty)

String: null

**This keyword:**

1. it refer to the current object of same class.
2. this can be used only inside non-static[object specific] area or context.
3. inside static blocks, static methods we cant use this keyword.