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Experiment # 1: Designing main method outside the class.
Write a java program to create a class *Student* with two instance variables *id (type int)* and *name*
(type String). Write in a separate class, a *main* method to test your code and display the values of
id and *name*.

Answer:
```java
public class Student {
    int id;
    String name;

    public Student(int id, String name){
        this.id = id;
        this.name = name;
    }

    public void display(){
        System.out.println("ID: "+id);
        System.out.println("Name: " +name);
    }
}

public class MainTest {
    public static void main(String[] args){
        Student student = new Student(1, "Zahid");

        student.display();
    }
}
```

Student.java ✕   **MainTest.java**

Student.java > Student

```java
1   public class Student {
2       int id;
3       String name;
4
5       public Student(int id, String name){
6           this.id = id;
7           this.name = name;
8       }
9
10      public void display(){
11          System.out.println("ID: "+id);
12          System.out.println("Name: " +name);
13      }
14  }
```

Student.java   **MainTest.java** ✕

MainTest.java > ...

```java
1   public class MainTest {
        Run | Debug
2       public static void main(String[] args){
3           Student student = new Student(id:1, name:"Zahid");
4
5           student.display();
6       }
7   }
```

OUTPUT

```
[Running] cd "e:\CS Second Semester\" && ja
ID: 1
Name: Zahid

[Done] exited with code=0 in 1.079 seconds
```