

17/2/25

## Parameterized constructor.

Class A {  1 argument.

```
A (int i) {
```

```
    s.o.p ("A const");
}
```

```

P.S.V m (String[] args) {
    A a = new A (10);
    s.o.p ("Hello");
}

```

- ⊛ Differentiate b/w multiple constructors.
1. no of parameters
  2. type "
- ↳ overloading

Duplicate constructor not allowed.

- ⊛ Constructor overloading in java is a technique where a class can have multiple constructors with different parameter lists. ~~This allows~~ or protected

- ⊛ Constructor can be private, ~~privat~~ or protected, but can not be static.

Class A {

instance variable → int a;  
int b;

```
A (int a1, int b1) {
```

```
    a = a1;
    b = b1;
}
```

```
}
```

Class B {

```
P.S.V m ( ) {
```

```
    A a1 = new A (20, 30);
```

```
    A a2 = new A (10, 30);
```

```
    s.o.p (a2.b);
    s.o.p (a1.a);
}
```

```
}
```

a1  $\begin{cases} a=20 \\ a=30 \end{cases}$

a2  $\begin{cases} a=10 \\ b=60 \end{cases}$

Q.

Class A {

String ~~name~~ name;

String ~~roll~~ roll;

String ~~sec~~ sec;

~~A(int name, int roll, int sec) {~~

A(String name1, String roll1, String sec1) {

name = name1;

~~name~~ sec = sec1;

roll = roll1;

}

P S V m (String[] args) {

A s1 = new A("Abc", "A", "11");

A s2 = new A("xyz", "B", "46");

}

(2/1)

① Static → executes before main method.

Class A {

Static {

S.O.P ('sumit');

}

P S V m ( ) {

S.O.P. ("Anand")

}

② can create any no. of static block.

```

class A {
    static {
        s.o.p ("A");
    }
    static {
        s.o.p ("B");
    }
    p.s v m ( ) {
    }
}

```

⊕ Static variable common among all object.

Q. WAP created to count no. of objects will be

```

⇒ class A {
    A ( ) {
        static int count = 0;
        count++;
    }
}

class Main {
    p.s v m ( ) {
        A a1 = new A ( );
        A a2 = new A ( );
    }
}

```

line executed 1 time.  
 (static because same value for all objects)

This

This keyword is used for (i) current class variable. & (ii) for referring current class method (iii) for current class constructor. (iv) for current class object

```

class A {
    int a = 10;
    void m1() {
        s.o.p(+this.a);
        this.m2();
    }
}

```

$\Rightarrow$  ~~new~~ new A().a;

```

    int m2() {
        p.s.v.m( ) {

```

④ this is not  
used in static  
box otherwise  
compiletime error.

this calling another method from same class  
without making object.