Constructor Assignment

1. What is a Constructor?

Answer: Whenever we are creating an object then some piece of code will be executed automatically to perform initialisation of an object. This piece of code is nothing but a Constructor.

Main objective of a constructor is nothing but initialisation of object.

1. What is Constructor Chaining?

Answer: A class can contain more than one constructor at a time and all these constructor have the same name but they are only differ in type of argument and number of arguments, hence these constructors are known as Constructor chaining.

3. Can we call a subclass constructor from a superclass constructor?

Answer: NO

1. What happens if you keep a return type for a constructor?

Answer: If you specify a return type for a constructor, it is considered a syntax error.

1. What is No-arg constructor?

Answer: A no-arg constructor, short for "no-argument constructor," is a constructor in a class that takes no arguments. It is a constructor that doesn't have any parameters. The purpose of a no-arg constructor is to create an object of a class with default initialization values.

1. How is a No-argument constructor different from the default Constructor?

Answer: There is no difference between No-argument constructor and default constructor.

1. When do we need Constructor Overloading?

Answer: Constructor overloading is useful when you want to create objects with different initializations or provide multiple ways to initialize an object. It allows for flexibility in object creation by accommodating different input combinations, encapsulating complex initialization logic, and offering default parameter values. Constructor overloading provides convenience and customization, enabling developers to create objects with varying sets of initial values based on their requirements.

1. What is Default constructor Explain with an Example

Answer: If we don’t write any constructor in java then java compiler will automatically generate a constructor this constructor is called default constructor.

public class Rectangle {

private int width;

private int height;

// Default constructor

public Rectangle() {

width = 0; // Default width

height = 0; // Default height

}

// Other methods and constructors of the class

}