Constructor Basics

- Constructor is special kind of method. Its name must be a class name.

```
class Foo {
        Foo() { } // The constructor for the Foo class
    }
```

Notice what's missing? *There's* **no return type***!*

constructor has no return type

- Typically, constructors are used to initialize instance variable state, as follows:

```
class Foo
 {
int age;
String name;
Foo( ){
name = “ABC”;
age = 23;
}
}
```

- The constructor will automatically invoke when an object is created.

```
Foo f = new Foo();   // Empty Constructor calling
```

Rules for Constructors

- Constructors can use any access modifier, including private.
- The constructor name must match the name of the class.
- Constructors must not have a return type.

- If you don’t type a constructor into your class code, a default constructor will be automatically generated by the compiler.
- The default constructor is *always* a no-arg constructor.

EXAMPLE

```
PUBLIC CLASS DEMO {
STRING NAME;
INT AGE;
DEMO()  {
NAME="ABC";
AGE=20;
}
VOID DISPLAY(){
    SYSTEM.OUT.PRINTLN("NAME:"+NAME);
SYSTEM.OUT.PRINTLN("AGE:"+AGE);
}
PUBLIC STATIC VOID MAIN(STRING ARGS[])  {
DEMO OBJ=NEW DEMO();
OBJ.DISPLAY();
 } }
```

EXAMPLE

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PUBLIC CLASS DEMO {
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INT AGE;
DEMO()  {
NAME="ABC";
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VOID DISPLAY(){
    SYSTEM.OUT.PRINTLN("NAME:"+NAME);
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 } }
```

Overloaded Constructors

- Overloading a constructor means typing in multiple versions of the constructor, each having a different argument lists, like the following

Examples:

```
class Foo {
Foo() { }
Foo(String s) { }
}
```

EXAMPLE

```
PUBLIC CLASS DEMO {
String name;      int age;
demo()     {
System.out.println("Empty
   Constructor");
}
demo(int n)      {
int f=1;
for(int i=1;i<=n;i++)          f=f*i;
System.out.println("Factorial:"+f
   );
  }
demo(int a,int b)    {
   System.out.println("S
   um :"+(a+b));
}
public static void
   main(String args[])  {
demo obj1=new demo();
demo obj2=new demo(5);
demo obj3=new
   demo(10,20);
} }
```