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CompSci 2

A **Default Constructor** is a function used within a **Class** that will be automatically called when you create an **Object** in the main using said **Class**. The **Constructor** will always use the same name as the **Class** and doesn’t have any return type. For example, if you had a **Class** named “Player1,” then the **Default Constructor** would also be named “Player1.” Also, if the user does not create a **Constructor**, the compiler generates one for us.

One reason someone may want to create a **Default Constructor** is to give variables within the **Class** an initial value. For instance, if you had functions within the class that had the variable “name,” you could use the **Default Constructor** by setting its parameter and giving the variable “name” an initial value. Later, when you create an **Object**, you can set the parameter of the **Object** to “Obi-Wan Kenobi,” which would automatically use the **Default Constructor** to now set the variable “name” to “Obi-Wan Kenobi.”