

Constructor → create obj / instance.

multiple constructor.

Constructor name = class name.

C1 ( )

C1 (int x)



C1 (int x, int y).

# Constructor Overloading 1\_1

```
batman1  
Name:Batman 1  
Rating: 8  
Money Collection: 200,000  
Profit: 5000  
Lead Actor: John  
Lead Actress: Disha
```

"null" x  
null ✓

this .  denotes current obj

constructor / method overloading .   { if we are writing in same class with same name . }