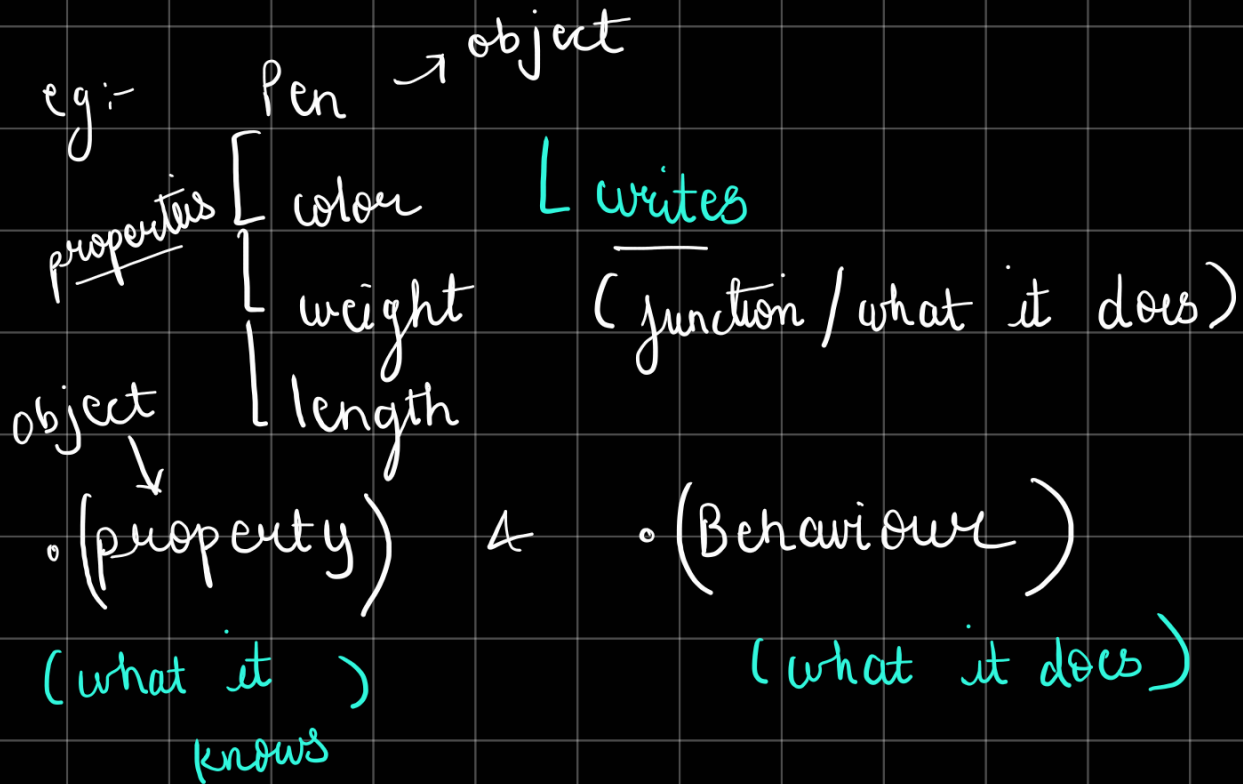


# (Object Oriented Programming:-)

↳ every thing is treated as object



• To create object → we need class



(we need to give design to the JVM)

Acts as a blueprint.

• JVM creates objects (It needs a blueprint)  
(Manufacturer)

• Class file → Bytecode → JVM  
compile (creates objects)

• Where can we create class?

- you can create above our file class.

eg:- Add 2 numbers:-

- create class calculate

Add? → It is a action so create a method for it.

```
class calculate {
```

```
    public int add (int a, int b) {
```

```
        return a+b;
```

→ accepts 2 nums / when called using object

```
    }
```

```
}
```

- to call add(), we need to create object / instance of class calculate.

Now, in psvm:-

└ create object

calculate cal; → this creates just a reference

• to actually create the object, we need to assign memory.

```
calculate cal = new calculate();
```

↙  
object / instance of class calculate

- Now you can call the add() method.
- As add() method returns an int value we need a variable to assign that value.

```
int result = obj.add(4, 5);
```

↳ you have to  
pass values here  
(2 numbers for  
addition)

OR

- you can have num1 &  
num2

declared in psvm.

and just pass them → obj.add(num1, num2)