Creating an Object

**Object** − Objects have states and behaviors. Example: A dog has states - color, name, breed as well as behaviors – wagging the tail, barking, eating. An object is an instance of a class.

An object is created from a class. In Java, the new keyword is used to create new objects.

There are three steps when creating an object from a class −

* **Declaration** − A variable declaration with a variable name with an object type.
* **Instantiation** − The 'new' keyword is used to create the object.
* **Initialization** − The 'new' keyword is followed by a call to a constructor. This call initializes the new object.

Following is an example of creating an object −

Example

public class Puppy {

public Puppy(String name) {

// This constructor has one parameter, *name*.

System.out.println("Passed Name is :" + name );

}

public static void main(String []args) {

// Following statement would create an object myPuppy

Puppy myPuppy = new Puppy( "tommy" );

}

}

If we compile and run the above program, then it will produce the following result −

Output

Passed Name is :tommy