

OOPS (JMP)

Unit II

- * ① what is constructor ? Types of constructors with program?
- * ② Uses of 'this' variable with example
- * ③ method overloading ? with example
- * ④ command line argument
- * ⑤ One & Two dimensional array.
- * ⑥ ~~create~~ Addition program } or

Unit III

- * ① method overriding
- * ② what is package ? Explain how to create user defined package in Java.
- * ③ what is Inheritance ? Type of Inheritance
- * ④ Abstract class & Interface
- * ⑤ final & super keyword with example

By
ADITYA DESHMUKH

- ① Constructor :- Constructor in java is used to create the instance of the class. Constructors are almost similar to method except for two things its name.

Constructor :-

It initialize the functioning of object. It automatically gets active / invokes when object is created.

Types of Constructor

- ① Default Constructor
- ② No argument Constructor
- ③ Parameterized Constructor.

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- ① Default Constructor :- It is a constructor with no - arguments. It is ^{defaultly} used if not of no - argument constructor.

Example :- Program..

- ② No argument :- It is a constructor with no - arguments passed. /* Same as Default */

- ③ Parameterized Constructor :- It is a constructor with parameters passed with constructors. It will not execute any calling statements as it automatically gets invoke when object is created.
- Example :- Program.

② 'this' variable :- 'this' ~~variable~~ is a special variable provided by java.

- There is no need to declare & initialize.
- It always refers to elements of current ~~objects~~ ^{objects}.
- It is used to differentiate instance variable & local variables having same name.

~~Its~~ usage :- ⑥ usage /* whatsapp */

③ Command line arguments

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Arguments from command prompt are transferred to main() method at the time of execution. There is no need to write any calling statement as ~~it~~ main() method is executed automatically. All these command line arguments are stored in string array i.e. args[].

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Ex. Program.

④ Method Overloading :-

• When you define multiple methods having same name in a program it is called as method overloading.

• There ~~is~~ must be difference in no. of parameters and data types.

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Ex. Program.

⑤ Addition Program:-

```
import java.io.*;
```

```
Public class Addition
```

```
{
```

```
int a = 50, b = 70;
```

```
int c;
```

```
System.out.println
```

```
public static void main(String args[]);
```

```
{
```

```
System.out.println("The sum is " + (a + b));
```

```
}
```

```
}
```

// above program correct ahe.

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Output:-

The sum is 120.

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