- There are languages that don’t use objects and classes. Object-oriented programming is great for large projects/multiple projects to organize parts of our code that can be reused.

- Take things that belong together and trust they will work with the object we’re creating.

Declarations of classes:

ClassName variableName;

SavingsAccount myAccount;

SimpleDate myDate;

Student stu1;

Monster theEnemy;

Employee john;

- A constructor doesn’t make the object. The keyword new does that. The constructor is going to tell you what data to set up. Then it does the work to initialize the object.

- A constructor is a specialized method.

- Default constructor: defaultConstructor();

There is no input of data required to if there is a default constructor.

myAccount = new SavingsAccount();

Constructors use the class name.

- This creates the Savings account object and the reference (myAccount).

- We call objects instances of a class.

Statements to create using the default constructor:

Instantiation (creation)

stu1 = new Student();

theEnemy = new Monster();

john = new Employee();

Student();

Student(String name);

Student(String name, int hoursCompleted);

Student stu2 = new Student( “Ann Hawkins”);

This is both declaration and instantiation.

(Declaration-initialization)

Student johnDoe = new Student( “John Doe” , 30 );

\*NOTE: We are just using the main method (for now.)

String str = new String(“Programming in Java”);

Or String str = “Programming in Java”;

SimpleDate defaultDate = new SimpleDate();

SimpleDate today = new SimpleDate(8, 27, 2021);

SavingAccount myAccount = new SavingAccount(1000);