**OOPs concept using Java**

object : any real world entity

property or state -🡪 have -🡪 variables

person

behaviour -🡪do/does -🡪 methods

bank

car

animal

customer

employee

class : class is blue print of object or template of objects.

Syntax to create the object

className objectNameRefereName = new ClassName();

Car innova = new Car(); // heap memory

objectName.methodName(); to call the method of that class.

in Java variable mainly divided into 3 types.

1. Instance variable
   1. The variable which declared inside a class but outside a method is known as instance variable.
   2. Instance variable hold default value base upon their data types

Like int family 0, float family 0.0, char – space, Boolean false, string null.

* 1. We can access all instance variable directly inside a method but method must be non static as well as method must be part of same class.

1. Local variable
   1. The variable which declared inside a method including main method is known as local variable.
   2. Local variable doesn’t hold default value we need to initialize
   3. The scope of the variable within that method where it declared.
2. Static variable

Constructor : constructor is a type of special method which help to create the memory.

Pts

1. Constructor have same name as class itself.
2. Constructor no return type not even void also.
3. Constructor no need to call it will call automatically whenever we create the objects.

We can write parameterized constructor like a method.

This is a keyword which refer to current object.

this.variable name is instance variable when instance variable and local variable same then local variable hide the visibility of instance variable.