5. Program for Constructors

Objective: Learning Constructors in Java

Description and Code: Create a java file and save it as Program5.java and put following code into this file: -

```java
// Constructors

public class Program5

{

  int a;  // Create a class attribute


  // Create a class constructor for the Program5 class


  public Program5()

  {

   a = 100;  // Set the initial value for the class attribute a

  }


  public static void main(String[] args)

  {

    Program5 obj1 = new Program5(); //Create an object of class Program5 (This will call the constructor)
```

```java
    System.out.println(obj1.a); // Print the value of a


    System.out.println("-------------------------------");


    Program5 obj2 = new Program5(25);


    System.out.println(obj2.a); // Print the value of a

    System.out.println("-------------------------------");

     Program5 obj3 = new Program5(112233, "Dishaan");

     System.out.println("RollNumber" + "  " + "Name");

     System.out.println(obj3.RollNumber + "      " + obj3.Name);

    System.out.println("-------------------------------");

  }


// Constructor Parameters

  public Program5(int y)

  {

  a = y+1;

  }
```

```java
// Constructor Parameters

int RollNumber;

String Name;


public Program5(int value, String name)

{

 RollNumber = value;

 Name = name;

}


}
```

Expected Output:

100

26

RollNumber Name

112233   Dishaan