

PRACTICAL: 2

AIM: Write A Program for Addition of Two Numbers using class and Objects.

- **Class:** - A class is a user defined blueprint or prototype from which objects are created. It represents the set of properties or methods that are common to all objects of one type. In general, class declarations can include these components, in order:

1. **Modifiers :** A class can be public or has default access.
2. **Class name:** The name should begin with initial letter (capitalized by convention).
3. **Body:** The class body surrounded by braces, { }.

Syntax: class class_name{..}

- **Object:** - It is a basic unit of Object Oriented Programming and represents the real life entities. A typical Java program creates many objects, which as you know, interact by invoking methods.

Syntax: class_name object_name = new class_name;

- **Methods:** A **method** is a block of code which only runs when it is called.

You can pass data, known as parameters, into a method.

Methods are used to perform certain actions, and they are also known as **functions**.

Create method:

Returntype method_name(Parameters){ }

Calling method:

Method_name();

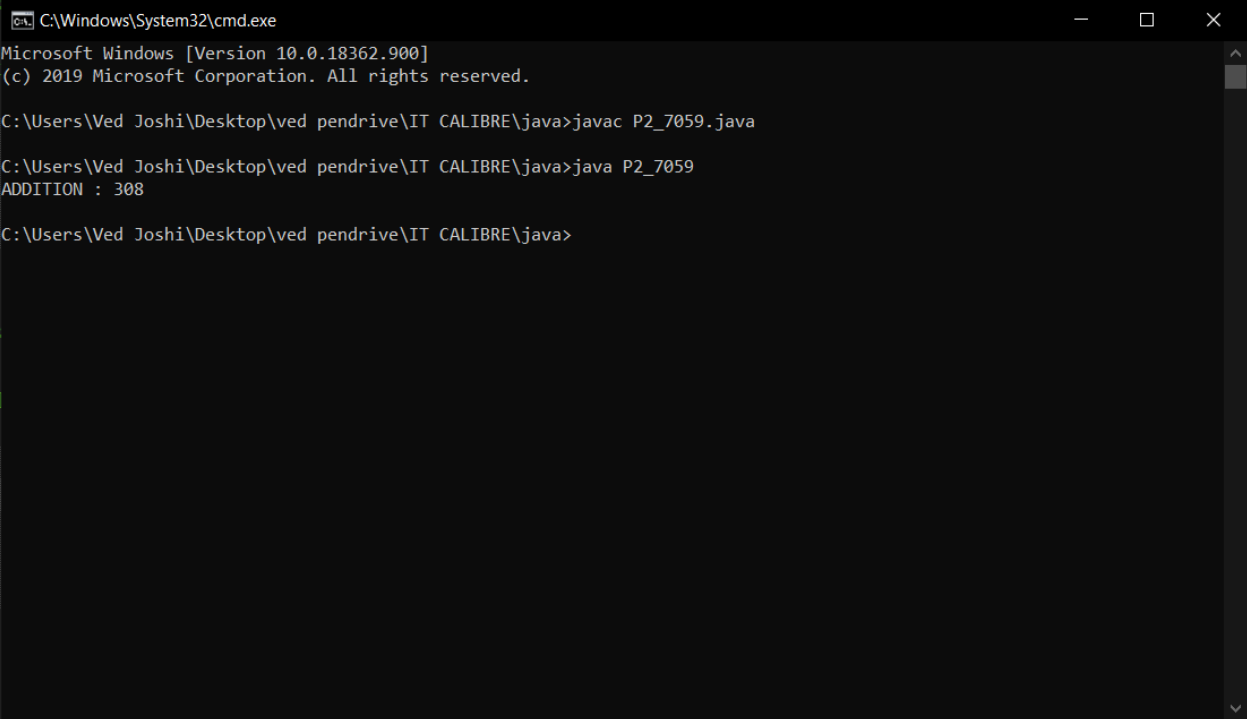
PROGRAM:

```
class Addition
```

```
{  
    int add()  
    {  
        int a=43,b=265,c;  
        c=a+b;  
        return c;  
    }  
}
```

```
class P2_7059
```

```
{  
    public static void main(String args[])  
    {  
        int result;  
        Addition obj=new Addition();  
        result=obj.add();  
        System.out.println("ADDITION : "+result);  
    }  
}
```

OUTPUT:

```
C:\Windows\System32\cmd.exe
Microsoft Windows [Version 10.0.18362.900]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\Ved Joshi\Desktop\ved pendrive\IT CALIBRE\java>javac P2_7059.java

C:\Users\Ved Joshi\Desktop\ved pendrive\IT CALIBRE\java>java P2_7059
ADDITION : 308

C:\Users\Ved Joshi\Desktop\ved pendrive\IT CALIBRE\java>
```