# P RACTICAL: 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:**

