DAY-28

21 July 2023 15:42

WHAT IS OBJECT IN JAVA?

- AN OBJECT IN JAVA IS AN ENTITY WHICH HAS ITS OWN STATE AND BEHAVIOUR
 - STATE: IT REPRESENTS THE DATA/VALUE (VARIABLES)
 - BEHAVIOUR: IT REPRESENTS THE FUNCTIONALITY OF AN OBJECT (METHOD)
- WHAT IS CLASS?

CLASS IS A TEMPLATE / BLUE PRINT FROM WHICH OBJECTS ARE CREATED

TYPES OF MEMORY IN JAVA

CLASS AREA/ MEMORY

RESPONSIBLE FOR STORING STATIC MEMBERS (STATIC METHOD DECLARATION AND STATIC VARIABLE DECLARATION AND INITALIZATION

HEAP AREA/ MEMORY

RESPONSIBLE FOR STORING NON STATIC MEMBERS (NON STATIC METHOD DECLARATION AND NON STATIC VARIABLE DECLARATION AND INTIALIZATION

METHOD AREA / MEMORY

STORING STATIC AND NON STATIC METHOD DEFENITION

STACK AREA/ MEMORY

MEMORY WHERE EXECUTION HAPPENS (METHOD BINDING TAKES PLACE)

```
TEAP IVIEIVIUKY/ AKEA
           int b = 2;
      }
                                                                           Int y = 1;
                                                                            m2() //declaration
      public static void main(String[] args)
           int c = 3;
           System.out.println(c);
           System.out.println(x);
                                                                            METHOD AREA/ MEMORY
           Test1 a1 = new Test1();
                                                                        STATIC METHOD DEFENITION
                                                                        NON STATIC METHOD DEFENITION
           System.out.println(a1.y);
           m1();
           a1.m2();
                                                                           STACK AREA
                                                                        RESPONSIBLE FOR MEMORY IN
     }
                                                                        WHICH EXECUTION TAKE PLACE
}
```

BLOCKS

WHAT ARE BLOCKS?

- THESE ARE SET OF INSTRUCTION WHICH ARE WRITTEN BY USER TO PERFROM SOME TASK
- THERE ARE TWO TYPES BLOCKS
 - STATIC BLOCK
 - NON STATIC BLOCK

STATIC BLOCK

- STATIC BLOCKS ARE EXECUTED AUTOMATICALLY DURING THE CLASS LOADING TIME, i.e, WHEN WE LOAD THE .class FILE TO THE JVM FOR EXECUTION. BEFORE GOING TO THE MAIN METHOD, THE JVM WILL FIRST CHECK DOES THE CLASS CONTAIN ANY STATIC BLOCK OR NOT
- IF THERE IS A STATIC BLOCK IS PRESENT IN THE GIVEN CLASS FILE, JVM WILL FIRST EXECUTE THE STATIC BLOCK AND THEN, GO TO THE MAIN METHOD

```
class Test1
{

LOAD STATIC BLOCK

static
{

System.out.println("bye");
}
```

```
System.out.println("bye");
}

public static void m1()
{
    System.out.println("HI");
}

public static void main(String[] args)
{
    m1();
}
```

1. EXECUTE STATIC BLOCK

2. EXECUTE MAIN METHOD

NON-STATIC BLOCK

- NON STATIC BLOCKS ARE EXECUTED AUTOMATICALLY WHEN WE CREATE AN OBJECT OF THE CLASS . i.e, WHENVER WE CREATE AN OBEJCT OF A CLASS , THE JVM BEFORE LOADING ALL NON STATIC MEMBERS OF THE OBJECT, WILL CHECK DOES CLASS CONTAIN ANY NON STATIC BLOCK OR NOT
- IF THE CLASS CONTAIN NON STATIC BLOCK, THEN JVM WILL FIRST EXECUTE NON STATIC BLOCK AND THEN LOAD OBJECTS INTO HEAP MEMORY

LOAD NON-STATIC BLOCK

LOAD NON-STATIC MEMBERS

- 1. EXECUTE NON-STATIC BLOCK
- 2. EXECUTE MAIN METHOD

*****DIFFERENCE BETWEEN METHODS AND BLOCKS

METHODS BLOCKS

METHODS WILL HAVE SOME NAME, SO THEY WILL IDENTIFIED UNIQUELY	BLOCKS WILL NOT HAVE ANY NAMES
METHODS CAN RETURN A VALUE	BLOCKS WON'T RETURN VALUE
METHODS HAVE ACCESS MODIFIERS	BLOCKS DON'T HAVE ACCESS MODIFIERS
METHODS ARE EXECUTED ONLY WHEN THEY CALLED EXPLICITLY BY THE USER	BLOCKS ARE EXECUTED AUTOMATICALLY (STATIC BLOCKS DURING CLASS LOADING AND NON STATIC DURING OBJECT CREATION TIME)

POINTS TO BE REMEMBER

- FIRST ALWAYS THE STATIC BLOCK IS EXECUTED AND THEN THE NON STATIC BLOCK IS EXECUTED (AS COMPILER FIRST SEARCHES FOR THE STATIC BLOCK AND THEN WHEN OBJECT IS CREATED IT SEARCHES FOR NON STATIC BLOCK)
- STATIC BLOCK EXECUTED ONLY ONCE WHEN THE PROGRAM IS COMPILED
- WHERE AS NON STATIC BLOCK EXECUTED EACH TIME WHEN THE OBJECT IS CREATED.

