

## Difference between method and constructor

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Constructor	Method
It is a block of code that initialises a newly created object.	It is a group of statements that can be called at any point in the program using its name to perform a specific task.
It has the same name as the class name.	It should have a different name than the class name.
It has no return type	It needs a valid return type if it returns a value otherwise void
It is called implicitly(internally) at the time of object creation	It is called explicitly(externally) by the programmer by making a method call
If a constructor is not present, a default constructor is provided by Java	In the case of a method, no default method is provided.
It is not inherited by subclasses.	It may or may not be inherited depending upon its access specifier.

Suppose, we need to print the multiple student's details.

### 1. By using method

```
package Java_package;
public class Java_class
{
    int ID;
    String name;

    public void student1()
    {
        ID = 10;
        name = "amit";
        System.out.println(ID);
        System.out.println(name);
    }

    public void student2()
    {
        ID = 20;
```

```

        name = "sagar";
        System.out.println(ID);
        System.out.println(name);
    }

    public void student3()
    {
        ID = 30;
        name = "chetan";
        System.out.println(ID);
        System.out.println(name);
    }

    public static void main(String[] args)
    {
        Java_class ref = new Java_class();
        ref.student1();
        ref.student2();
        ref.student3();
    }
}

```

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## 2. By using Constructor

```

package Java_package;
public class Testing1
{
    int ID;
    String name;

    Testing1(int i, String n)
    {
        this.ID = i;
        this.name = n;
        System.out.println(ID);
        System.out.println(name);
    }

    public static void main(String[] args)
    {
        Testing1 ref = new Testing1(10, "amit");
        Testing1 ref1 = new Testing1(20, "sagar");
        Testing1 ref2 = new Testing1(30, "chetan");
    }
}

```

Hence by using the constructor concept we can minimise and reuse the code.