## Syllabus : Object Oriented Programming in java

- 1. Class
- 2. Object
- 3. Member data
- 4. Member Function
- 5. Access specifier
- 6. Constructor
- 7. Default Constructor
- 8. Parameterized constructor
- 9. Encapsulation
- 10. Inheritance
- 11. This
- 12. Super
- 13. Static variable
- 14. Static block
- 15. Static method
- 16. Final class
- 17. Final variable
- 18. Final method
- 19. Polymorphism
- 20. Variable argument (...)

- 21. Compile Time Polymorphism(Method Overloading)
- 22. Run Time Polymorphism(Method Overriding)
- 23. Abstraction
- 24. Interface
- 25. Multiple Inheritance Using Interface

Q1. Explain class in java programming? Ans:

Purpose: It is used to create a user defined data type in java

## **Definition:**

Class is the collection of member data and member function

A class is a set of rules

## A class is an blue print of an object

Q2. Explain Object?

Ans: Object is an variable / instance of a class

If we want to access instance variable / instance method of class then we should use object

How to create an object of the class ClassName obj=new ClassName(); String s1=new String(); Scanner s2=new Scanner(System.in); Student st=new Student();

Access Member data using Object objectName.memberDataName; Access Member function using Object objectName.memberFunctionName();

## Note:

- 1. Method name should be written in cameCase
- 2. MethodName startWith Verb



