Day 13

OOP's:

class: logical entity
collection of variable of methods

object: physical entity
Instance of class.

Rahul, Ajith → human

Man/woman → class

---

1. dog → class (collection of variable/methods)
2. pug, boxer, german → object (physical Existance)
3. (state) size, breed, height → variable
4. (behaviour) behaviour eating/barking → methods (fun

→ variable & method access we need object

SYNTAX class:

→ user defined First letter 'M' capital

```
Access modifier class <class name>
{
  variable;
  Methods;
}
```

```
public class Employee
{
  variable, Method
}
```

Create object:

employee emp = new employee();

new → New memory allocation to object
Instatiation

Variable → Single value Store

Method → collection of statment to Execute Particular task

Syntax:

AM returntype Methodname()

public void sum() → small letter
{
// collection of stats for particular task
}

METHOD PROGRAMING:

eg: public class employee{

class → string empname;
int empid;
string empdesignation;
int empsalary;

public void display()

method; → {
sysout (empname); (empid);
(empdesignate); (empsalary);
}

Main method:

```
public static void main(String [] args) {
    Employee emp = new Employee();
    emp.empname = "Manu";
    emp.empid = 1001;
    emp.empdesig = "Developer";
    emp.empsalary = 20000;
call → emp.display();
}
```

Variables in JAVA:

1. Local → only used in method.
2. static
3. Instance → Inside class outside method
   → global declare
   → use it anywhere

Initialize variable 3 ways:

1. using object
2. using method
3. using Constructor

Assignment:

1. list of Fibonacci series?
2. WAJP check whether n is prime or not?
3.