

Experiment No. 3

Aim:

PROBLEM STATEMENT :

Write a program to create class with members and methods, accept and display details for single object.

Resources Required: JDK 1.8 & above, Notepad

Theory:

Classes & Objects: A class is defined as an encapsulation of data and methods that operate on the data. It is a template to create java programs consisting of attributes & methods(functions).

Syntax:

```
class <classname>
{
    type instance_variable1;
    type instance_variable1;
    .
    .
    .
    returntype method name(parameter list)
    {
        // body of method
    }
    .
    .
}
```

Here,

class is a keyword used to define class

class name is the identifier that specifies the name of the class

type specifies the datatype of the variable

instance_variable1, . . . are the variable defined in the class

method name is the method defined in the class that can operate on the variables in the class.

Methods: When some task is to be executed many times in a program, a method must be written.

Syntax:

```
return_type method_name (parameter_list)
```

Object: Object is an instance of a class. Methods of a class can be accessed by Objects by using Period operator (Dot Operator).

- **Syntax-**

```
class_name obj_name=new class_name(parameters_to_be_passed);
```

Conclusion: Thus, we have implemented a program to create class with members and methods, accept and display details for single object.