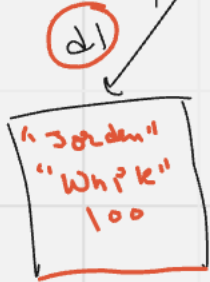
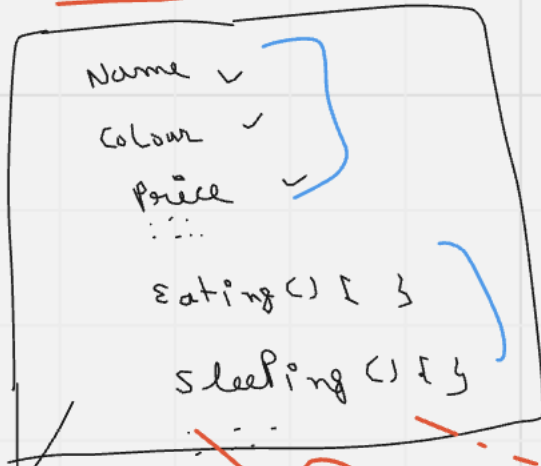


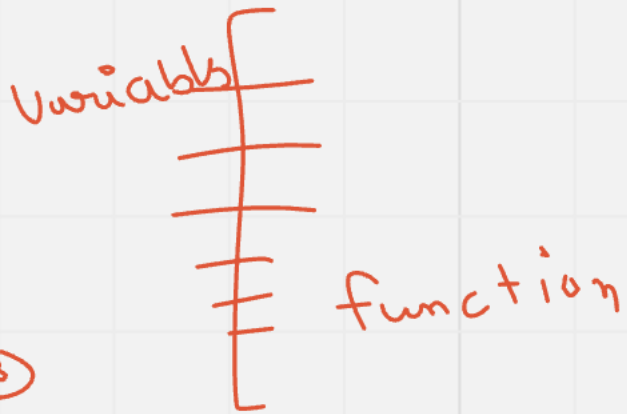
Classes

↓
Dog



Class

↓
Dog {

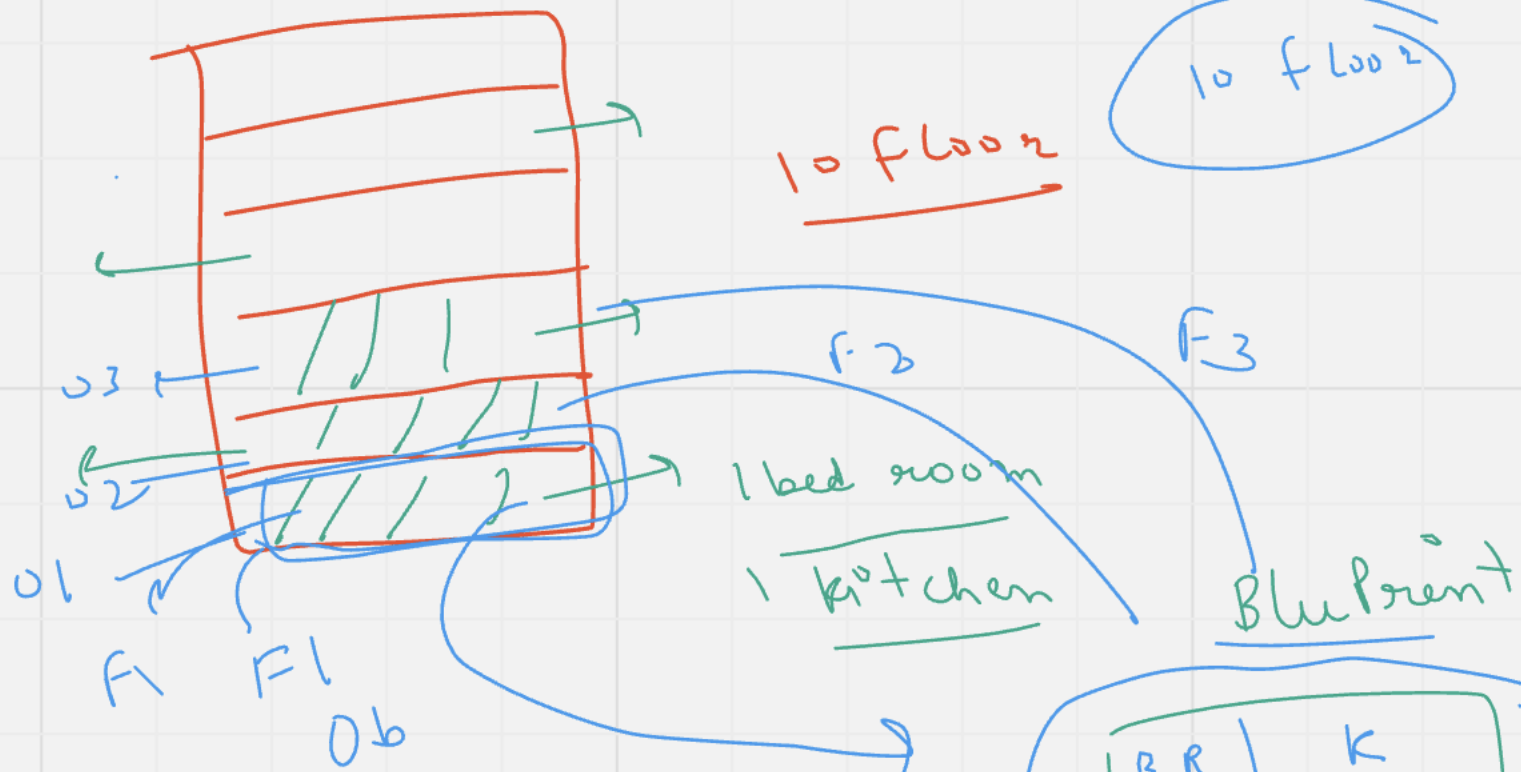


```
Dog d1 = new Dog()
```

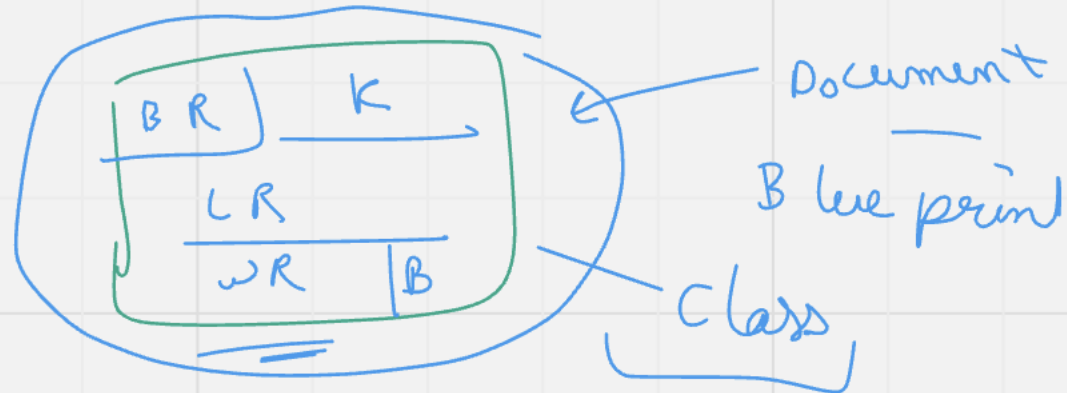
Howe

10 f 6002

10 floor



Blueprint



Constructor

→ Name of Const. is same
i.e. name of class

→ no return type

→ init. obj variables

Static

→ we ~~not~~ don't need to
create an object

→ ~~memory~~ memory creation

→

class test

Static int x
int y

one time

int x ~~10~~

~~01~~
int y ~~2~~ 20

02 2

03

int y → 3

int y → 4

02. x → 10

02. y → 3

01. x = 10

01. y = 20

01. x

01. y 2

10

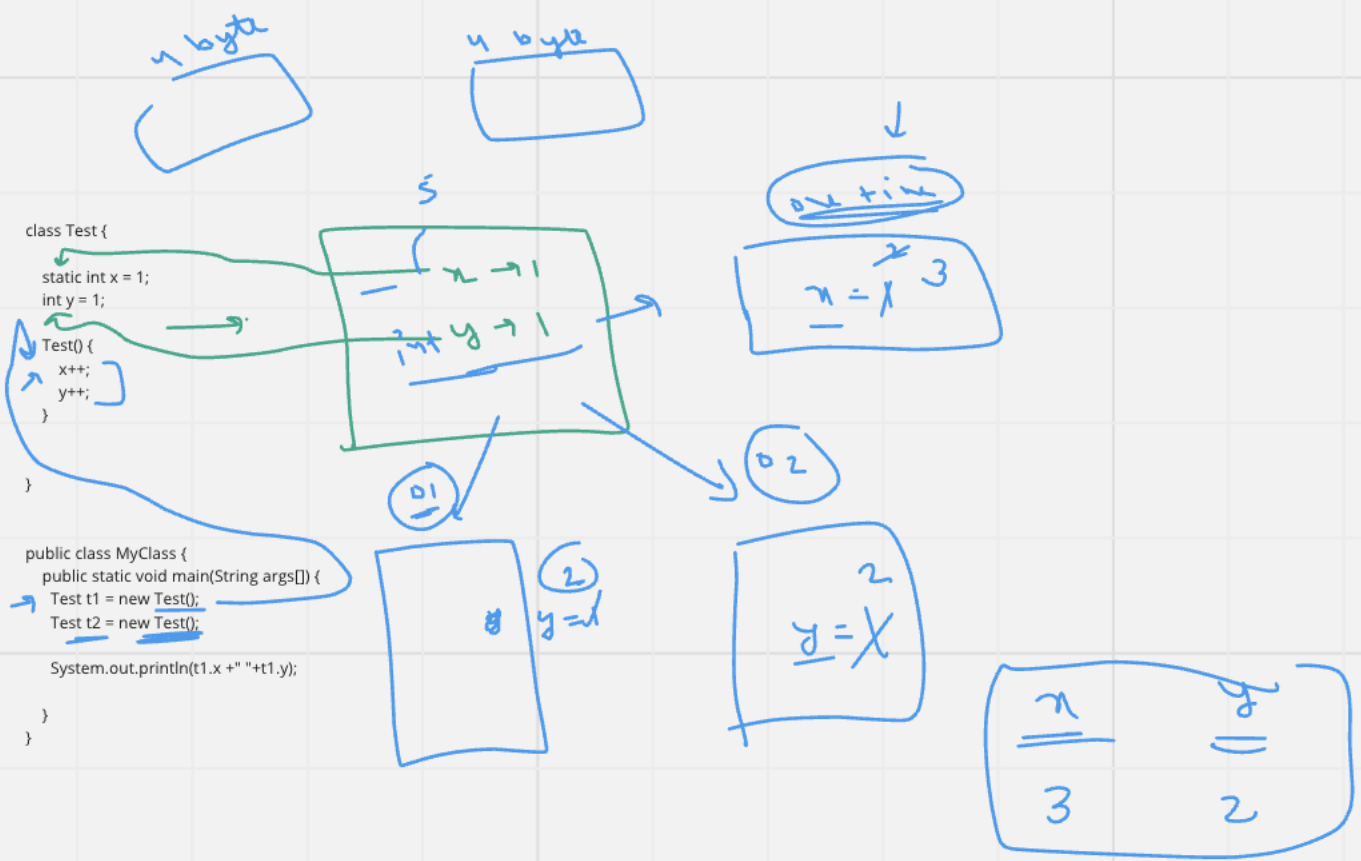
5

25

10

10

2

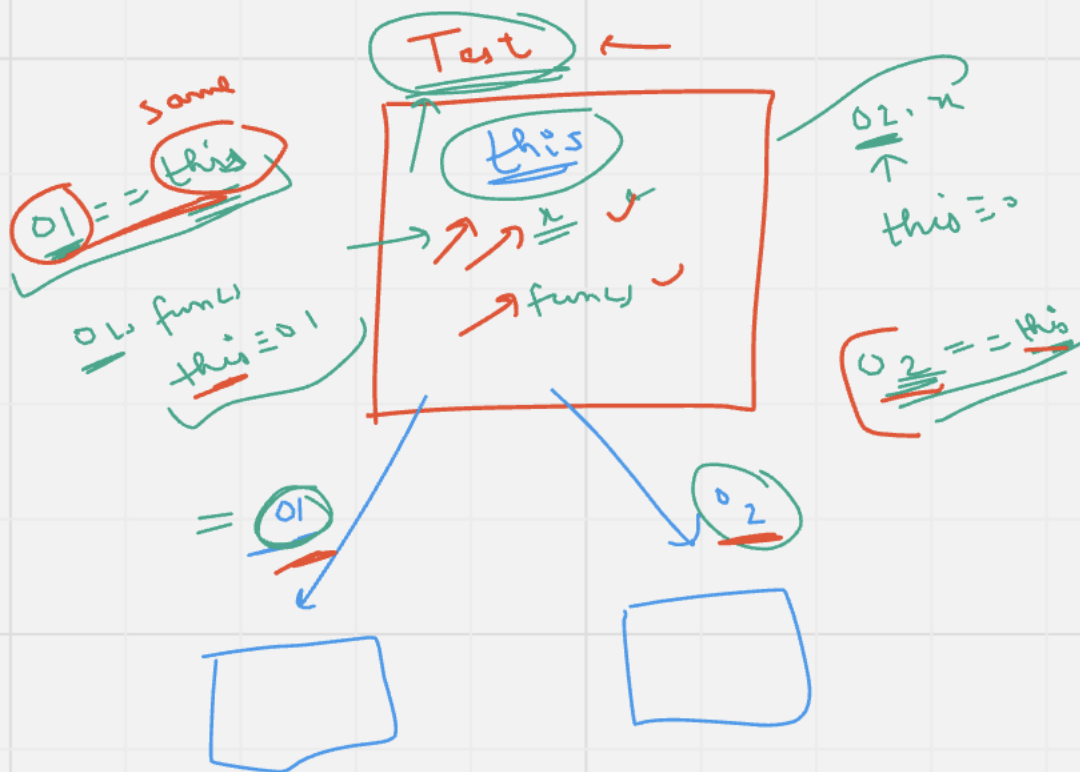


static variable
Static class
 static function
 static block

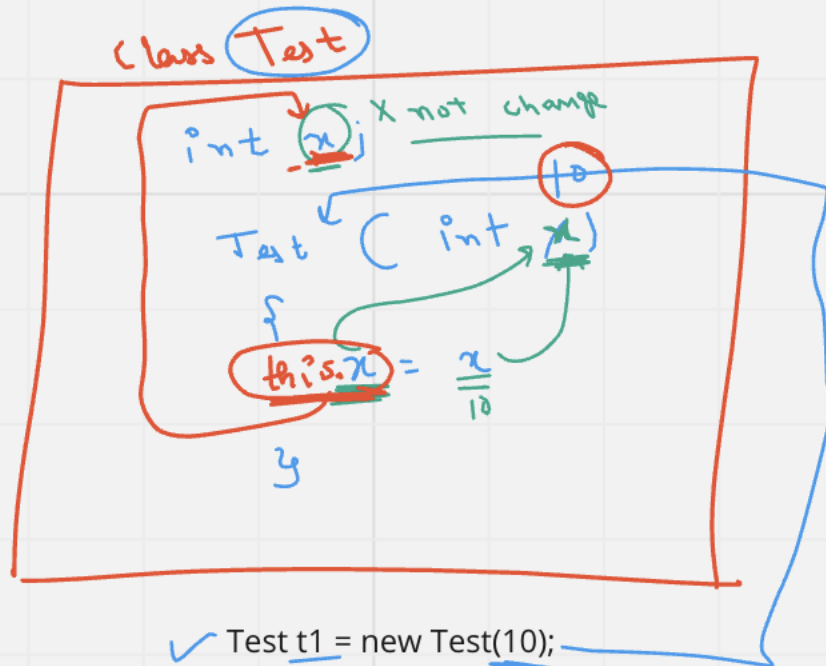
* We can call static data without creating an object as well

this ??

- Point a ref. of current class object
- resolve the ambiguity
 - o/w same name variable
- use to call const.

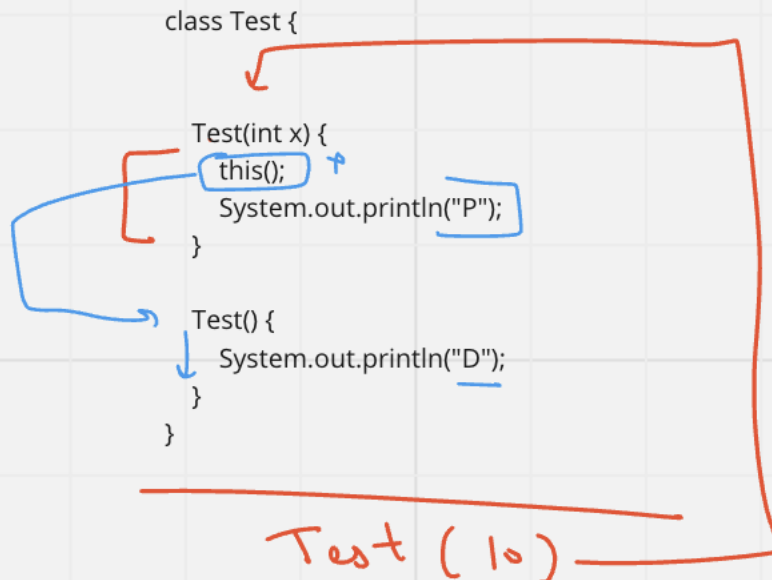


IInd Point



✓ Test t1 = new Test(10);
System.out.println(t1.x);
10

D
P



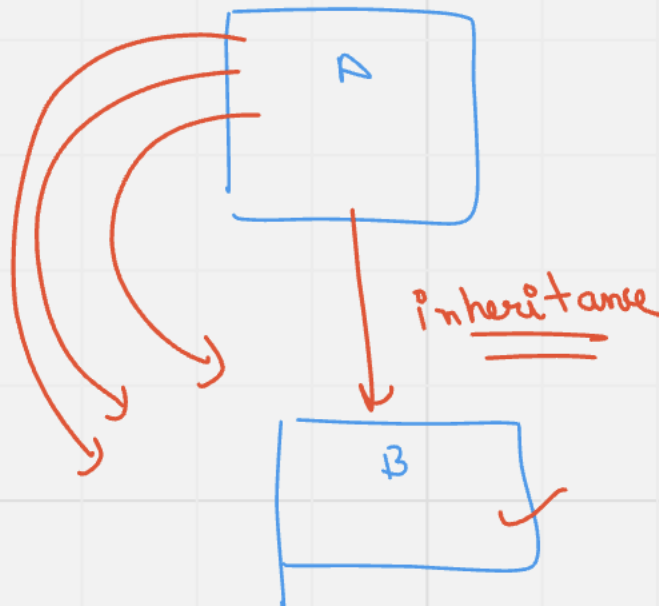
infinite
recursive
call

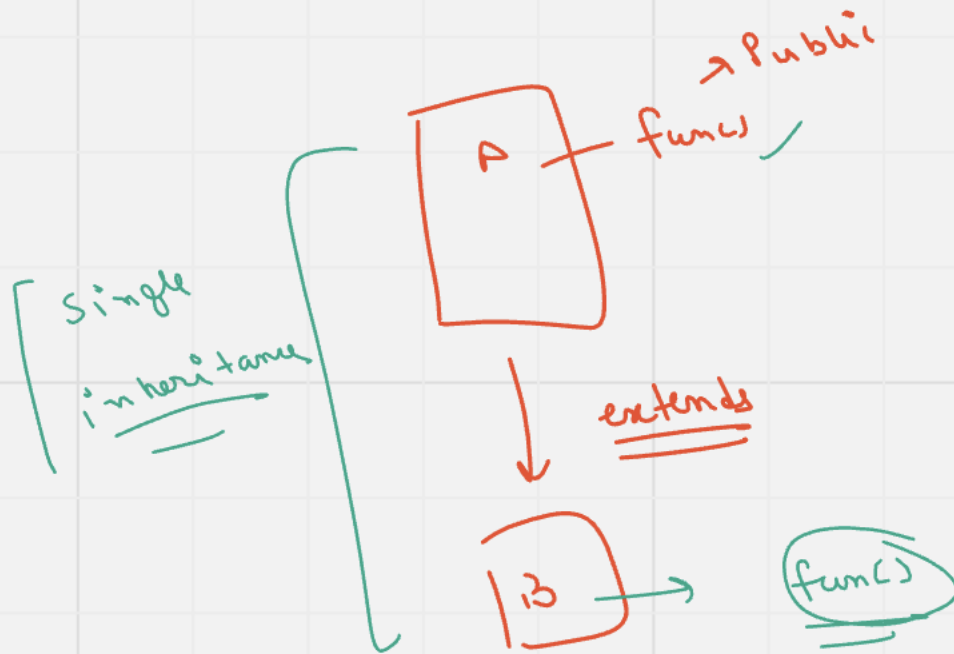
```
Test(int x) {  
    this();  
    System.out.println("P");  
}
```

```
Test() {  
    this(10);  
    System.out.println("D");  
}
```

Test(10)

Inheritance





II Problem statement

