

1. This keyword Integration == an instinct of the object calling to that specified class.
2. Oops is divided into two parameters == 1. Object and class.
3. A class is a template or a container to be assumed
4. To access that class container we used the Instins that called a thing to that particular class.
5. The access modifiers are helped to get/define the accessibility of that instincts.

package classes and objects;

- ACCESS MODIFIERS  
import java.util.Scanner;

```
public Class Student{
    String name;
    int rollNumber;
}
```

```
public Class StudentUse{
    public static void main(String[] args){
        //Scanner s= new Scanner(source)
        Student s1= new Student();
        Student s2= new Student();
        System.out.println(s1);
        s1.name="Manisha";
        s1.rollNumber = 10;
        System.out.println(s1.name + " " + s1.rollNumber);

        s2.name= "Ankush";
        s2.rollNumber= 50;

        System.out.println(s2.name + " " + s2.rollNumber);
    }
}
```

- Class and object  
import java.util.Scanner;

```
public Class Student{
    String name;
    int rollNumber;
}
```

```
public Class StudentUse{
```

```

public static void main(String[] args){
    //Scanner s= new Scanner(source)
    Student s1= new Student();
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    System.out.println(s1);
    s1.name="Manisha";
    s1.rollNumber = 10;
    System.out.println(s1.name + " " + s1.rollNumber);

    s2.name= "Ankush";
    s2.rollNumber= 50;

    System.out.println(s2.name + " " + s2.rollNumber);
}
}

```

```

public class Student{
    public String name;
    private int rollNumber;

    public int getRollNumber(){
        return this.rollNumber;
    }

    public void setRollNumber(int rollNumber){
        if(num <= 0){
            return;
        }
        System.out.println("this "+ this);
        this.rollNumber= num;
    }
}

```

NOTE: THIS keyword is a reference variable that refers to the current object  
 CONSTRUCTOR= It's called when an object is created.