WHAT IS A CONSTRUCTOR

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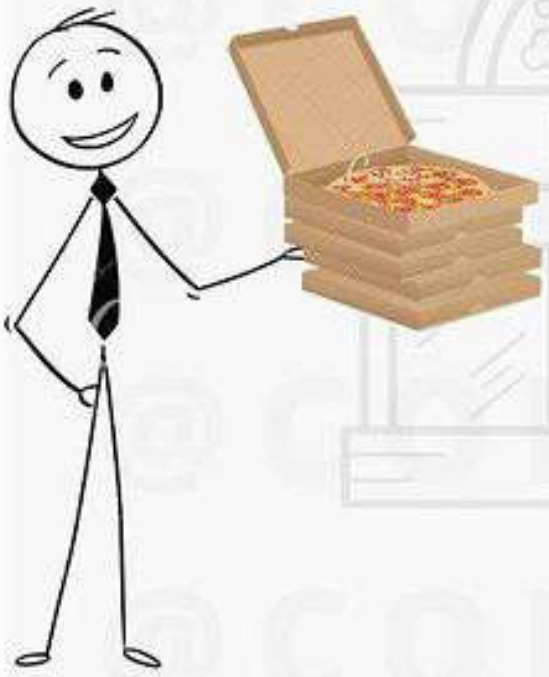
Lets say you own a pizza shop and make lots of pizzas everyday



```
class Pizza{
  String size;
  String crust;
  void addToppings(){}
}
```

Lets see the steps to finish an order

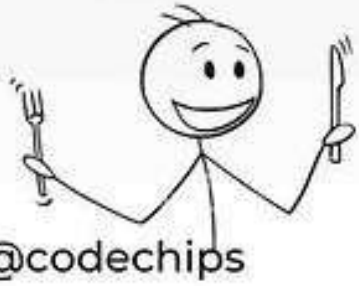
1. Place an order to the chef


```
Pizza order1 = new Pizza();
```

Then ask the customer for size and crust

Set the size and crust thickness

```
order1.setSize('M');
order1.setcrust_thickness('Normal')
```

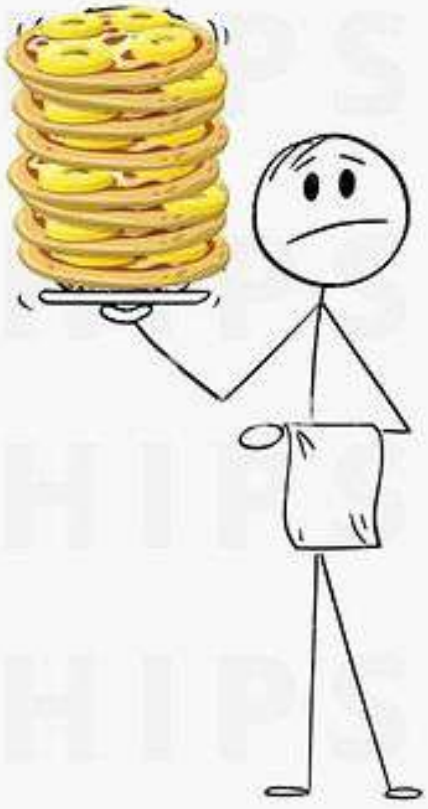


Add the requested toppings and serve the order

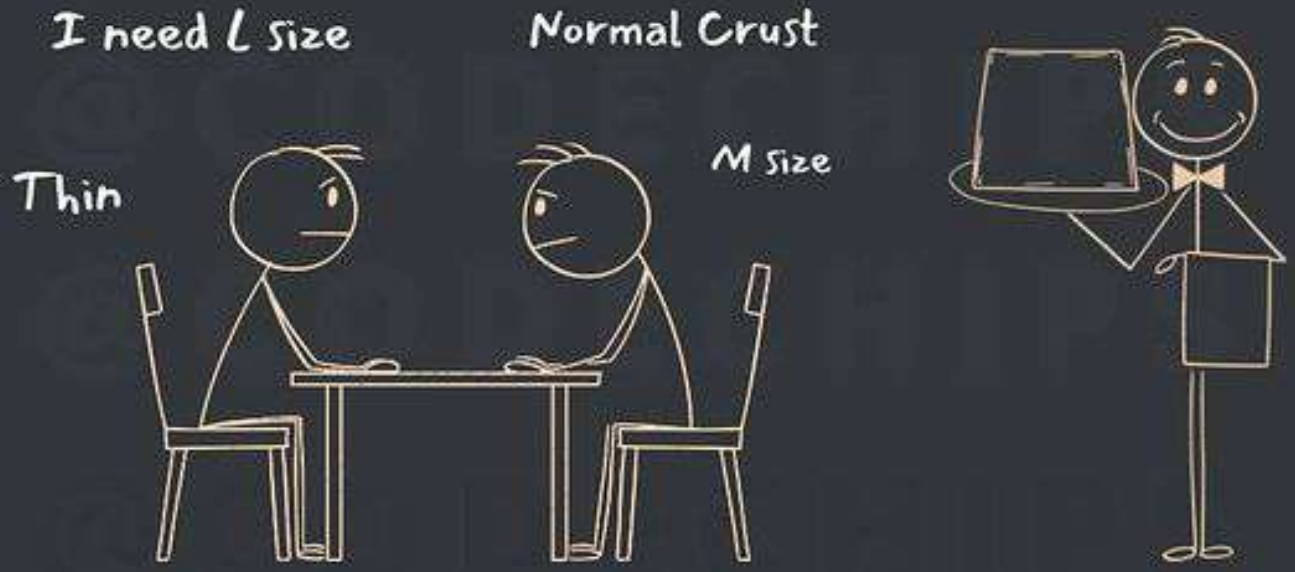
```
order1.addToppings();
```

Easy peesy right

But wait!..



How about getting the details eg: size and thickness while placing the order itself instead of going back and forth (when object is initialized)

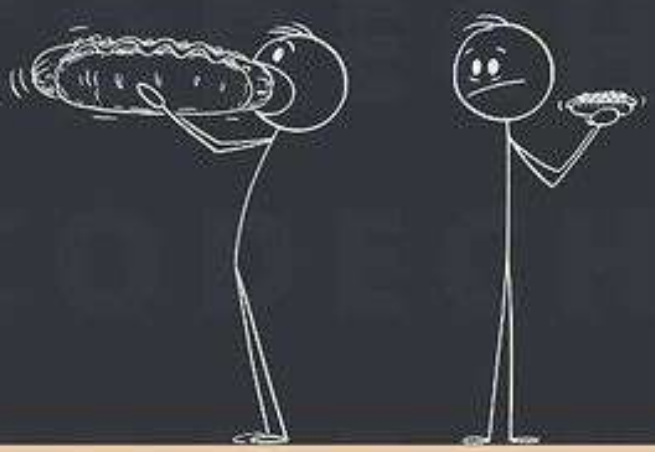


That is where constructors comes into play

A constructor is a special method that is invoked **automatically** at the time of object creation. It is used to **initialize** the data members of new objects generally

```
class Pizza{
  Pizza(){}
  Pizza(pizza_size, crust){
    size = pizza_size
    crust = crust_thickness
  }
}
```

It can either be set to default or to user-defined values



```
Pizza order1 = new Pizza();
Pizza order2 = new Pizza('M', "Medium");
Pizza order3 = new Pizza('L', "Thin");
```