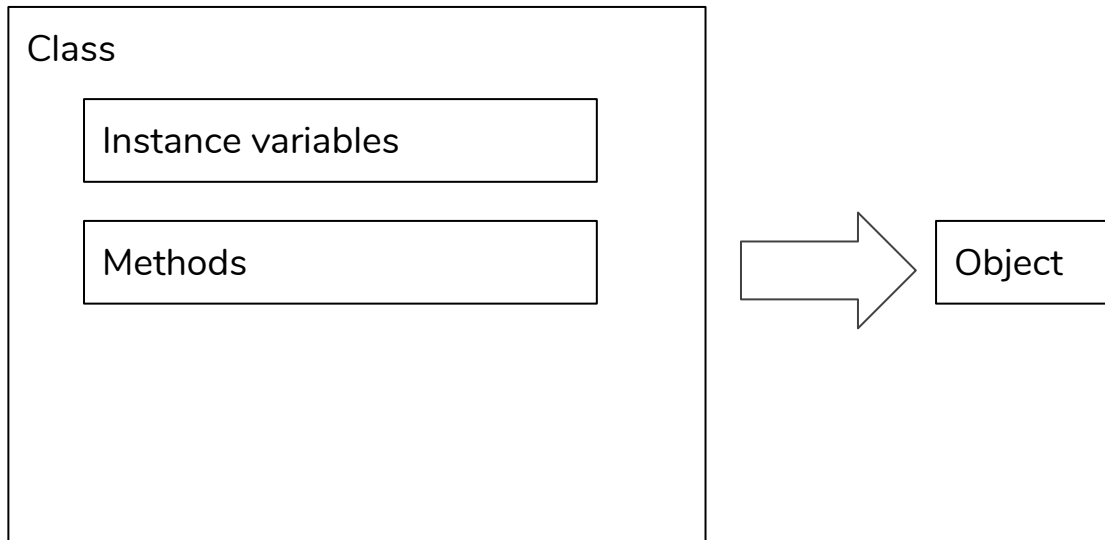


# Object Oriented Programming In Java





# OOP: A brief overview.





# What is a class?

Class is the core of Java.

Entire Java language is built upon classes.

Any program/code must be enclosed in a class.

Classes are used to create objects.



# How a class looks like

```
class classname{  
  
    type var1;  
    type var2;  
  
    type method1(){  
  
    }  
  
    type method2(){  
  
    }  
  
}
```

A class is declared by a class keyword and its name.

Variables inside a class are called instance variables.

Variables hold the data in our program.

Methods inside the class hold the code.

These methods can access & manipulate the class variables.

A class is a template to create objects.



## Creating an actual class.

```
class Student{  
    int id;  
    int marks;  
}
```

**A class is completely  
useless without an object.**



# What is an object? Why do we need objects?

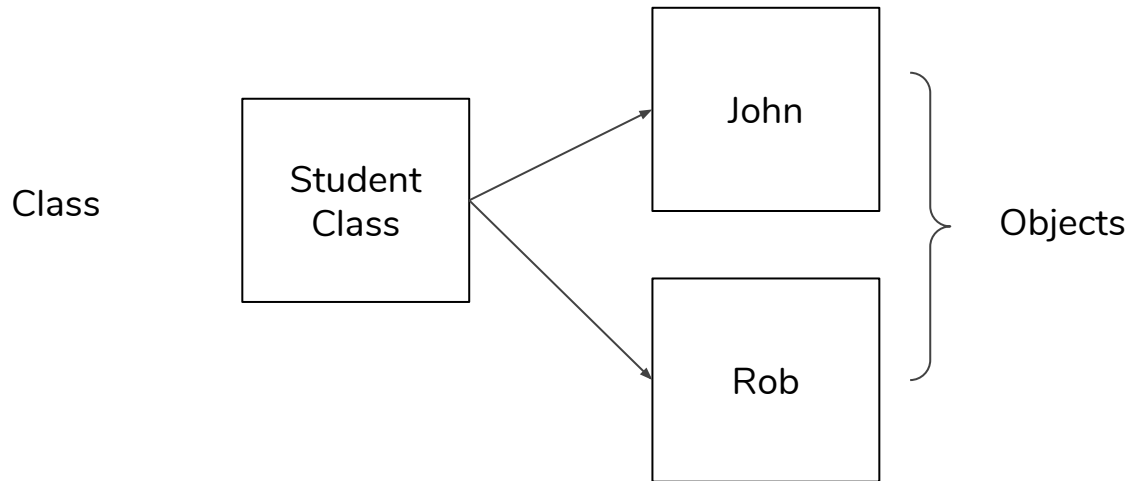
A class is like a blueprint / template.

Class student is a template from which we can create actual students.

Instance variables like id, marks define attributes which student have.



# Creating objects from a class





# Creating objects from a class in Java.

```
class Student{  
    int id;  
    int marks;  
}
```

```
class_name object_name = new class_name();
```

Example:

```
Student rob = new Student();
```





Let's create a classes and objects.....