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# Java Constructors

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## Java Constructors

A constructor in Java is a **special method** that is used to initialize objects. The constructor is called when an object of a class is created. It can be used to set initial values for object attributes:

### Example

Create a constructor:

```
// Create a Main class
public class Main {
  int x; // Create a class attribute

// Create a class constructor for the Main class

  x = 5; // Set the initial value for the class attribute x
}

public static void main(String[] args) {
  Main myObj = new Main(); // Create an object of class Main (This will call t
    System.out.println(myObj.x); // Print the value of x
}
```

```
}
// Outputs 5
```

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Note that the constructor name must **match the class name**, and it cannot have a **return type** (like **void**).

Also note that the constructor is called when the object is created.

All classes have constructors by default: if you do not create a class constructor yourself, Java creates one for you. However, then you are not able to set initial values for object attributes.

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## **Constructor Parameters**

Constructors can also take parameters, which is used to initialize attributes.

The following example adds an int y parameter to the constructor. Inside the constructor we set x to y (x=y). When we call the constructor, we pass a parameter to

the constructor (5), which will set the value of x to 5:

## Example

```
public class Main {
  int x;

  x = y;
}

public static void main(String[] args) {
  Main myObj = new Main(5);
  System.out.println(myObj.x);
}

// Outputs 5
```

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You can have as many parameters as you want:

## Example

```
public class Main {
  int modelYear;
  String modelName;

  modelYear = year;
  modelName = name;
}

public static void main(String[] args) {
  Main myCar = new Main(1969, "Mustang");
  System.out.println(myCar.modelYear + " " + myCar.modelName);
```

```
}
}
// Outputs 1969 Mustang
```

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