

//class & object in java

```
class Rectangle
```

```
{
```

```
int length,width;
```

```
void getDetails(int x,int y){
```

```
length = x;
```

```
width = y;
```

```
}
```

```
int area(){
```

```
int a = length * width;
```

```
return a;
```

```
}
```

```
}
```

```
class class_object{
```

```
public static void main(String [] args){
```

```
Rectangle o1 = new Rectangle();
```

```
o1.length = 10;
```

```
o1.width = 20;
```

```
System.out.println("Area of Rectangle :"+o1.area());
```

```
Rectangle o2 = new Rectangle();
```

```
o2.getDetails(20,30);
```

```
System.out.println("Area of Rectangle :"+o2.area());
```

```
}}
```

output:

Area of Rectangle :200

Area of Rectangle :600

//Data Hiding Getter and Setter in java

```
class ShapeRectangle
{
    private int length,width;

    int area(){
        int a = length * width;
        return a;
    }
}

class class_object {
    public static void main(String[] args) {
        ShapeRectangle o1 = new ShapeRectangle();
        o1.length = 10;
        o1.width = 20;
        System.out.println("Area of Rectangle :" + o1.area());
    }
}
```

output:

Error

//Data Hiding Getter and Setter in java(in private)

```
class ShapeRectangle
```

```
{  
  
private int length,width;  
  
//Getter Method  
  
int getLength() {  
  
return length;  
  
}  
  
int getWidth() {  
  
return width;  
  
}
```

```
//Setter Method  
  
void setLength(int l){  
  
if(l > 0)  
  
length = l;  
  
else  
  
length = 0;  
  
}  
  
void setWidth(int w){  
  
if(w > 0)  
  
width = w;  
  
else  
  
width = 0;  
  
}  
  
int area(){
```

```
int a = length * width;

return a;

}

}

class get_set{

public static void main(String [] args){

ShapeRectangle o1 = new ShapeRectangle();

o1.setLength(-10);

o1.setWidth(20);

System.out.println("Length :"+ o1.getLength());

System.out.println("Width :"+ o1.getWidth());

System.out.println("Area of Rectangle :"+ o1.area());

}

}
```

output:

Length :0

Width :20

Area of Rectangle :0

// Constructor Overloading

```
class Box

{

float length , breadth;

public Box(){ //Default

length = 2;

breadth = 5;

}

public Box(float x,float y) // Parameterized

{

length = x;

breadth = y;

}

Box(float x)

{

length = breadth = x;

}

float area(){

return length+breadth;

}

}

class Constructor_Overloading {

public static void main(String[] args) {

Box o = new Box();
```

```
System.out.println("Area : "+ o.area());  
  
Box o1 = new Box(3,6);  
  
System.out.println("Area : "+ o1.area());  
  
Box o2 = new Box(3);  
  
System.out.println("Area : "+ o2.area());  
  
}  
  
}
```

output:

Area : 7.0

Area : 9.0

Area : 6.0