EXPERIMENT 3

PROGRAM ON CLASS AND OBJECT

Example 1

```
Code:
class Student

{
int id;
String name;
public static void main(String args[])
{
Student s1=new Student();
System.out.print(s1.id);
System.out.print(s1.name);
}
}
```

OUTPUT:

C:\Users\Sharvari A Bhondekar\OneDrive\Desktop\JAVA PROGRAMS\Exp 3>javac Student.java
C:\Users\Sharvari A Bhondekar\OneDrive\Desktop\JAVA PROGRAMS\Exp 3>java Student.java
Onull

Example 2

code:

```
class Employee
{
int id=123;
String name="UT";
public static void main(String args[])
{
```

```
Employee e1=new Employee();
System.out.print(e1.id);
System.out.print(e1.name);
}
```

OUTPUT:

C:\Users\Sharvari A Bhondekar\OneDrive\Desktop\JAVA PROGRAMS\Exp 3>javac Employee.java
C:\Users\Sharvari A Bhondekar\OneDrive\Desktop\JAVA PROGRAMS\Exp 3>java Employee.java
123UT