JAVA CLASS ATTRIBUTES

Java Class Attributes

In the previous chapter, we used the term "variable" for \mathbf{x} in the example (as shown below).

It is actually an **attribute** of the class. Or you could say that class attributes are variables within a class:

Example

```
Create a class called "Main" with two attributes: x and y: public class Main { int x = 5; int y = 3; }
```

Fields – another term for class attributes.

Accessing Attributes

You can access attributes by creating an object of the class, and by using the dot syntax (.):

The following example will create an object of the Main class, with the name myObj. We use the x attribute on the object to print its value:

Example

```
Create an object called "myObj" and print the value of x:

public class Main {

int x = 5;

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

```
Main myObj = new Main();
  System.out.println(myObj.x);
 }
}
Output: 5
Modify Attributes
You can also modify attribute values:
Example:
Set the value of x to 40:
public class Main {
 int x;
 public static void main(String[] args) {
  Main myObj = new Main();
  myObj.x = 40;
  System.out.println(myObj.x);
 }
}
```

Or override existing values:

Example

Output: 40

```
Change the value of x to 25: public class Main {
```

```
int x = 10;

public static void main(String[] args) {
   Main myObj = new Main();
   myObj.x = 25; // x is now 25
   System.out.println(myObj.x);
}
```

Output: 25

If you don't want the ability to override existing values, declare the attribute as **final**:

```
public class Main {
  final int x = 10;

public static void main(String[] args) {
    Main myObj = new Main();
    myObj.x = 25; // will generate an error: cannot assign a value to a final variable
    System.out.println(myObj.x);
}
```

Output: Error

The **final** keyword is useful when you want a variable to always store the same value, like PI (3.14159...).

The final keyword is called a "modifier".

Reference:		
https://www.w3schools.com/java/java	class	attributes.asp
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