

The Importance and Contribution of 'this' Keyword in OOP

In Object-Oriented Programming (OOP) with Java, the **'this'** keyword is a reference variable that refers to the current object. It is commonly used to differentiate between instance variables and local variables, invoke methods of the same class, call other constructors, and pass the current object as an argument.

1. Differentiating Instance Variables from Local Variables

```
class Car {
    String name;
    int speed;

    Car(String name, int speed) {
        this.name = name; // "this.name" refers to instance variable
        this.speed = speed; // avoids confusion
    }

    void display() {
        System.out.println("Car: " + this.name + " Speed: " + this.speed);
    }
}

public class Main {
    public static void main(String[] args) {
        Car c1 = new Car("BMW", 220);
        c1.display();
    }
}
```

2. Calling Another Method of the Same Class

```
class Student {
    void study() {
        System.out.println("Studying...");
    }
    void doWork() {
        System.out.println("Doing work...");
        this.study(); // calling another method
    }
}

public class Main {
    public static void main(String[] args) {
        Student s = new Student();
        s.doWork();
    }
}
```

3. Constructor Chaining with this()

```
class Person {
    String name;
    int age;

    Person() {
        this("Unknown", 0); // calling another constructor
    }

    Person(String name, int age) {

```

```

        this.name = name;
        this.age = age;
    }

    void display() {
        System.out.println(name + " - " + age);
    }
}

public class Main {
    public static void main(String[] args) {
        Person p1 = new Person();
        p1.display();    // prints Unknown - 0
    }
}

```

4. Passing Current Object as an Argument

```

class A {
    void display(B obj) {
        System.out.println("Called from class A using this");
    }

    void call() {
        B b = new B();
        b.show(this); // passing current object
    }
}

class B {
    void show(A obj) {
        System.out.println("Got object of A");
    }
}

public class Main {
    public static void main(String[] args) {
        A a = new A();
        a.call();
    }
}

```