**Day 9 Assignment:**

**Q-1 How to Create an Object in java?**

**Ans-1:**

To create an Object we have to provide the blueprint of object and JVM will create an Object.

With the help of new keyword an object will be created and we can utilized an object.

e.g.

class Test{

int num;

String name;

public static void main(String[]args){

**Test t= new Test(); // an object t is created.**

}

}

**Q-2 what is the use of new keyword?**

**Ans-2:**

Once we created the object blueprint than, new keyword is used to create an object . To create every object we have to use new keyword.

**e.g.**

**Test t1= new Test();**

**Test t2=new Test();**

**Q-3 what are the different types of variables in Java?**

**Ans-3:**

1. Based on the value represent by Variable.

* Primitive Variables
* Reference Variables

1. Based on the position of declaration and behavior.

* Instance Variable
* Local Variable
* Static Variable

**Q-4 what is the difference between Instance Variable and Local Variable?**

**Ans-4:**

Instance Variable:

* Instance Variables are declared within the class but outside the method, block or constructor.
* Instance Variables are created at the time of Object creation and destroyed at the time of Object destruction.
* Instance Variables are created in heap area as a part of object.
* JVM will provide default for every Instance Variables.

Local Variable:

* Local Variables are declared within the method, block or constructor.
* Local Variables are created as a part of block execution in which it is declared and destroyed once that block execution completes.
* Local Variables are stored in stack memory.
* JVM will not provide default for Local Variable, We to provide the value for Local Variable Before use.

**Q-5 In which area memory is allocated for instance variable and local variable?**

**Ans-5:**

* Instance Variables are created in heap area as a part of object.
* Local Variables are stored in stack area.

**Q-6 What is method overloading?**

**Ans-6:**

Method overloading means when there are number of methods with the same name but have different data types, different combination of input. Each method is executed as per desired input.

**e.g.**

**add(int a, int b);**

**add(double a, double b);**

**add (float a, float b);**