

# OOPS

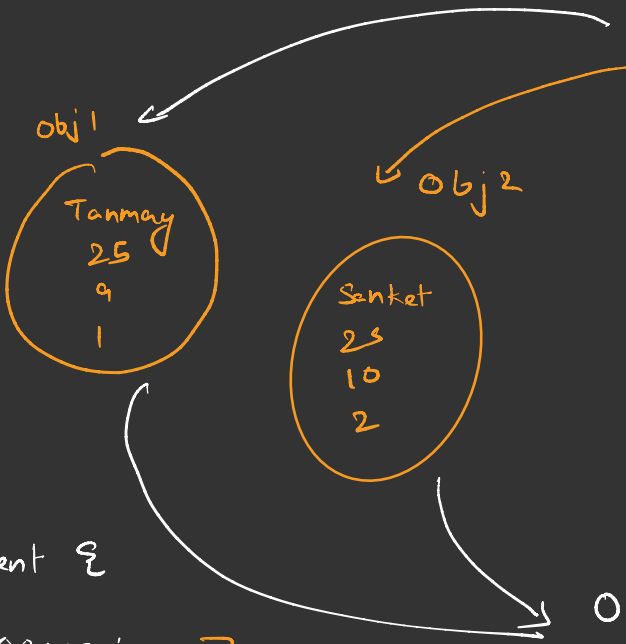
↳ Object Oriented Programming

class

↳ Blueprint

Student

name  
age  
class  
roll no



```
class Student {
```

```
    String name;  
    int rollno;
```

```
}
```

```
main() {
```

```
    Student s1;
```

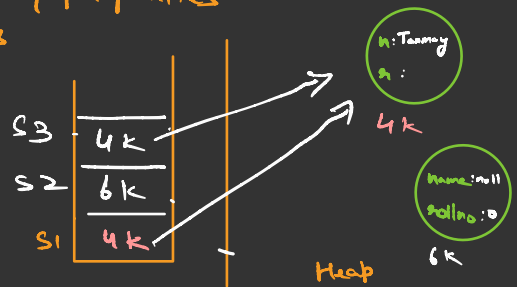
```
    s1 = new Student();
```

```
    Student s2 = new Student();
```

```
    Student s3 = s1;
```

} data members / properties / fields

Objects / instance of student class



.operator

```
s1.name = "Tanmay";
```

```
s1.rollno = 2;
```

```
syso(s1.name) // Tanmay
```

```
class Student {
```

```
    String name;
```

```
    int rollno;
```

```
    void displayInfo() {
```

```
        syso("Name is " + this.name);
```

```
        syso("Rollno is " + this.rollno);
```

```
    }
```

```
}
```

Wrong  
X

this



It's a keyword that always  
reference to current object.

## Constructor

- ↳ special function in a class
- name is same as the class
- no return type
- gets called when you create an object

```
class Student {
```

```
    String name;
```

```
    int rollno;
```

```
    public Student() {
```

```
    }
```

```
}
```

