

## In-It block

```
class Temp {
```

```
    int x; xthis  
    {  $\rightarrow$  x = 10; }  
}
```

```
    Sop("In it Block");  
}
```

```
Temp()  $\rightarrow$  Sop(x);  
{ Sop('default');  
}
```

```
Temp(int x) {
```

```
    Sop(x)
```

```
}
```

```
Sop("Second Block");
```

```
}
```

```
psvm() {
```

```
    new Temp();  
    new Temp(10);  
    new Temp();
```

```
}
```

```
}
```

- In-It block is always executed before any constructor.
- You can have more than 1 int-it block in single class. And they are executed in a order in which they are defined in a class.

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1. Class Temp

```
{
    int x;
```

```
{
```

```
    x = 10;
```

```
    Sop("init Block");
```

```
}
```

```
Temp()
```

```
{
```

```
    Sop("default");
```

```
}
```

```
Temp(int x)
```

```
{
```

```
    Sop(x);
```

```
}
```

```
{
```

```
    Sop("Second Block");
```

```
}
```

```
psvm()
```

```
{
```

```
    new Temp();
```

```
    " Temp(10);
```

```
    " Temp();
```

```
}
```

Rule

• If you haven't done constructor chaining then the complete code of 'in it' block is inserted in every constructor as a first line by the compiler.

• If you have done constructor chaining then the complete code of 'in it' block is inserted in that constructor as a first line in which you have not used

'this()' as a 1st line.

★ If you want a common task in every constructor, write <sup>the common code</sup> it in its block.

• If you want to perform ~~a~~ any common task in every constructor of your class, then put the code of that task ~~in~~ "in its block".