Java Lab Program

14. Write a program to show class members calling through objects.

```
//Without writing constructor code
import java.lang.*;
class Fourteen
{
    int var;
    public static void main(String args[])
    {
        Fourteen a1 = new Fourteen();
        a1.var = 10;
        Fourteen a2 = new Fourteen();
        a2.var = 20;
        System.out. println(a1.var+" "+a2.var);
    }
}
```

Output:

```
Name Date modified Type

14.java 3/21/2022 10:24 AM JAVA File
Fourteen.class 3/21/2022 10:24 AM CLASS File

C:\Windows\System32\cmd.exe

C:\Program Files\Java\jdk-17\bin\Java Lab>javac 14.java

C:\Program Files\Java\jdk-17\bin\Java Lab>java Fourteen

10 20
```

15. Write a program to show class members calling through objects.

```
//With writing constructor code
import java.lang.*;
class Student
{
Student(String name)
{
System.out.println("Student name is: "+name);
}
int RollNo;

public static void main(String args[])
{
    Student a1 = new Student("Manan");
    Student a2 = new Student("Lokesh");
    Student a3 = new Student("Gaurav");
    Student a4 = new Student("Sameer");
    Student a5 = new Student("Namah");
    a1.RollNo = 101;
```

```
a2.RollNo = 102;

a3.RollNo = 103;

a4.RollNo = 104;

a5.RollNo = 105;

System.out. println(a1.RollNo+" "+a2.RollNo+" "+a3.RollNo+" "+a4.RollNo+" "+a5.RollNo);

}
```

Output:

