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Subject Name:

Object Oriented Program

CLASS:-

class are blue print or set of instructions to build specific type of object it is basic type of object oriented programming re-value around the real-life entities following the general syntax of a class.

General Syntax:

```

class < class-name {
    fields;
    methods;
}

```

Object:

Object is an instance of a class an object is nothing but a self contained component which contained

(2)

Components consist of methods and properties to make a particular type of data useful.

For Example:

- *. Colour
- *. Name
- *. Table
- *. Bag

When you send a message an object as long the object to involve are execute one of its object method as define the class.

General SYNTAX:

class Name Reference variable
new class name ();

PROGRAM Example

; class declaration

(3)

```
Public class Dog {  
    Instance variable  
    String breed;  
    String size;  
    int age;  
    String colour;  
    method 1
```

```
    Public String get Info ( )
```

```
{  
    return (Breed is " + breed + "
```

```
Size is " + size + "
```

```
Age is " + age" colour is " + colour);
```

```
}
```

```
Public static void main  
(String Args) {
```

```
    Dog maltese = new  
    Dog();
```

(4)

maltese breed = "maltese";

maltese size = "medium".

maltese age = 5

maltese colour = "yellow".

System.out.println
(maltese.get into(1));

}

}

Output:

Breed is maltese size is medium

Age is 5

Colour is: Yellow