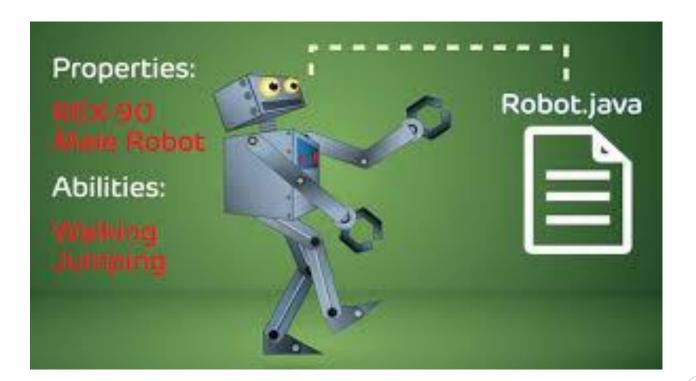
Basics of Java

Agenda

- Class construct
- Main method

What is a Class?

Contains data members and functions.



- Data members in a class hold the values.
- E. g. name of a person is John color of a flower is red

- Lets consider a car.
- Car has make, color, year in which it is manufactured etc.
- When we define a class as Car, we define data members for a car to hold values for these properties.

How do we define a class and data members?

```
The syntax for class is class Car{
String make;
String color;
int year;
int speed;
}
```

- Data members hold the values.
- E.g. the make of a car is Mercedes Benz

the color of the car is black

the year of manufacturing is 2015

the speed at which it is running is 100 miles / hour

The data members as color, make, year and speed hold the values for a car.

► You th	ou suggest some class names & the data members those will hold values for lat class.	

Method construct

- What is a method?
- What is a function?

Both are same.

What is use of a method?

- When you need to do some operation again and again, instead of writing it multiple times, you can write a method.
- Say I want to add two numbers. So I will write

int
$$c = a + b$$
;

What is use of a method?

- But if I want to add two numbers 100 times I will have to write the same code again and again
- Instead, I can write that code in a method. This needs to be done only once.
- The method can be called when and where required.

- ► There are several parts to be specified while writing a method, as
 - Return type
 - ▶ Name of the method
 - Parameters passed to the method

```
Return_type Name_of_the_method ( zero or more parameters )
```

Some examples: A method that does not take any parameter and also does not return any value.

```
void sayHello(){
    System.out.println("Hello");
}

void : - specifies that method does not return anything
sayHello : - name of the method
() : - specifies that this is a method and no parameters to be passed to this method
{} : - holds the function body or definition
```

Some examples: A method that takes one parameter and does not return any value.

```
void sayHello(String name){
    System.out.println("Hello " + name);
}
```

▶ Some examples: A method that takes one parameter and return a value.

```
void sayHello(String name){
    String message = "Hello " + name;
    return message;
}
```

Assignment - 1

- Write a class Person. Save in a file Person.java
- Declare data members as age, name, height, weight, city etc.
- Write a method to display this information for the person.

Assignment - 2

- Write a class Student. Save in a file Student.java
- Declare data members as name, grade, school name, marks for maths, marks for english etc.
- Write a method to calculate score of the student. Add marks for maths and English. Display this information for the student.

Assignment - 3

- Create a class Car. Save in a file Car.java
- Declare data members as color, make, year, current speed etc.
- Write a method to display this information for the person.
- Write another method accelerate which will increase speed by 20 miles / hr and return the increased speed.