- In Java, a constructor is a special method used to initialize objects of a class.
- It is called automatically when an object is created using the new keyword.
- Constructors have the same name as the class and do not have a return type, not even void.
- They are primarily used to set initial values to the instance variables of an object.

Here are some key points about constructors in Java:

## 1. Purpose:

- Constructors initialize the state of an object.
- They allocate memory for the object and set its initial values.
- Constructors are used to ensure that an object is properly initialized before it is used.

# 2. Syntax:

- A constructor has the same name as the class it belongs to.
- It does not have a return type, not even void.
- Constructors can have parameters (parameterized constructor) or no parameters (default constructor).

#### Example:

```
Java
```

```
public class MyClass {
    // Default constructor
    public MyClass() {
        // Constructor body
```

```
}

// Parameterized constructor
public MyClass(int value) {
      // Constructor body
}
```

### 3. Default Constructor:

- If a class does not have any explicitly defined constructors, it automatically has a default constructor.
- The default constructor takes no parameters and provides a default initialization for the instance variables.

Example:

```
public class Person {
    private String name;
    private int age;

    // Default constructor
    public Person() {
        name = "";
        age = 0;
    }
}
```

### 4. Parameterized Constructor:

- A parameterized constructor takes one or more parameters to initialize the instance variables of an object.
- It allows values to be passed to the constructor at the time of object creation.

Example:

```
public class Student {
    private String name;
    private int age;

    // Parameterized constructor
    public Student(String name, int age) {
        this.name = name;
        this.age = age;
    }
}
```

# 5. Constructor Overloading:

- Like regular methods, constructors can be overloaded by defining multiple constructors with different parameter lists.
- This allows objects to be created with different initialization options.

Example:



```
public class Rectangle {
    private int width;
    private int height;

    // Constructor with no parameters
    public Rectangle() {
        width = 0;
        height = 0;
    }

    // Constructor with two parameters
    public Rectangle(int width, int height) {
        this.width = width;
        this.height = height;
    }
}
```

Constructors play a crucial role in object initialization and ensure that objects are properly initialized with appropriate values. They provide a way to customize the initialization process based on the requirements of the class.

#### Related Posts:

- 1. Can Java have same name variable
- 2. Types of variables in Java programming
- 3. JAVA and its Support Systems
- 4. JAVA environment
- 5. JAVA program structure
- 6. Tokens
- 7. Java statements
- 8. Java virtual machine

- 9. C++ Versus JAVA
- 10. Constants and Variables in Java
- 11. Data types JAVA
- 12. Defining a class
- 13. Array in Java
- 14. Applet
- 15. Applets Vs Applications
- 16. Writing applets
- 17. Applets life cycle
- 18. Creating an Executable Applet
- 19. Graphics in Applet
- 20. Applet image display
- 21. Applet digital clock
- 22. Applet mouse event handling
- 23. JDBC
- 24. Execute an SQL Statement
- 25. Process the result
- 26. CLOSE THE DATABASE CONNECTION
- 27. File handling
- 28. Define a class to declare an integer array of size n and accept the elements into the array.
- 29. Define a class to declare an array of size 20 of the double datatype, accept the elements into the array and perform the following: Calculate and print the sum of all the elements.
- 30. Java program for String, to uppercase, to equal, length of string
- 31. Write a Java program for Buble sort.
- 32. Write a Java program String to uppercase and count words startig with 'A'

- 33. How to set path in Java
- 34. Understanding public static void main (String args[]){} in Java
- 35. Difference between static and non static methods in Java