Purpose of a constructor: initialize some or all of the fields of a newly created instance during evaluation of a new-expression.

/** Constructor: an instance with number n, title t, and previous chapter null. */

public Chapter (int n, String t) {
    number= n;
    title= t;
}
The new expression

number 1

Chapter

title "Intro"

prev null

Chapter (int, String)

default values
integral type: 0
float/double: 0.0
boolean: false
class-type: null

/** Constructor: an instance with number n, title t, and previous chapter null. */

public Chapter (int n, String t) {
    number= n;   title= t;
}

new Chapter(1, "Intro")

Step 1. Create (or draw) a new object of class Chapter, with default values for the fields.

Step 2. Execute the constructor call.

Step 3. Yield as value of the new-expression the name of the new object.