**Creating a Class**

Creating a class in C++ is again very similar to Java and C#. Classes are very good for describing objects in your applications, providing a template with member variables and functions. Below is a class that describes a virtual pet; it knows how hungry a pet is and its name.



Creating a new instance of a class in C++ is identical to Java. The only thing to consider is that the definition of the class (code above) must be before the declaration. The compiler needs to know what the class is before it can create an instance. The following will create a single instance of the CyberPet class:



**Custom Constructors**

Often you will create a class with a custom constructor. You can create as many constructors as you want for a class and the compiler will know which one to choose based on the arguments you give it.



**Exercises**

* Add a Getter and Setter for the name of the pet in the class.
* Create three instances of CyberPet in the main and give each a name and a hunger value.
* Print out the names and hungers of each CyberPet.
* Add a variable that describes how happy the CyberPet is.
* Create a function inside the CyberPet class that prints out the name, hunger and happiness.

**Summary**