



# Class and Object



# Storing Data in Procedural Way

Record of a student is highly correlated but it is stored in **different disjoint arrays** and linked with the index number.

```
int array_size = 5;  
string [] sname = new string[array_size];  
float [] matricMarks = new float[array_size];  
float [] fscMarks = new float[array_size];  
float [] ecatMarks = new float[array_size];  
float[] aggregate = new float[array_size];
```

# Any Solution ?

We have seen a solution in previous course that packages the data into **single block** using the help of **struct** keyword.

```
struct student
{
    string sname;
    float matricMarks;
    float fscMarks;
    float ecatMarks;
    float aggregate;
};
```

# Class

C# also has have somehow equivalent construct that is called **class**.

CLASS

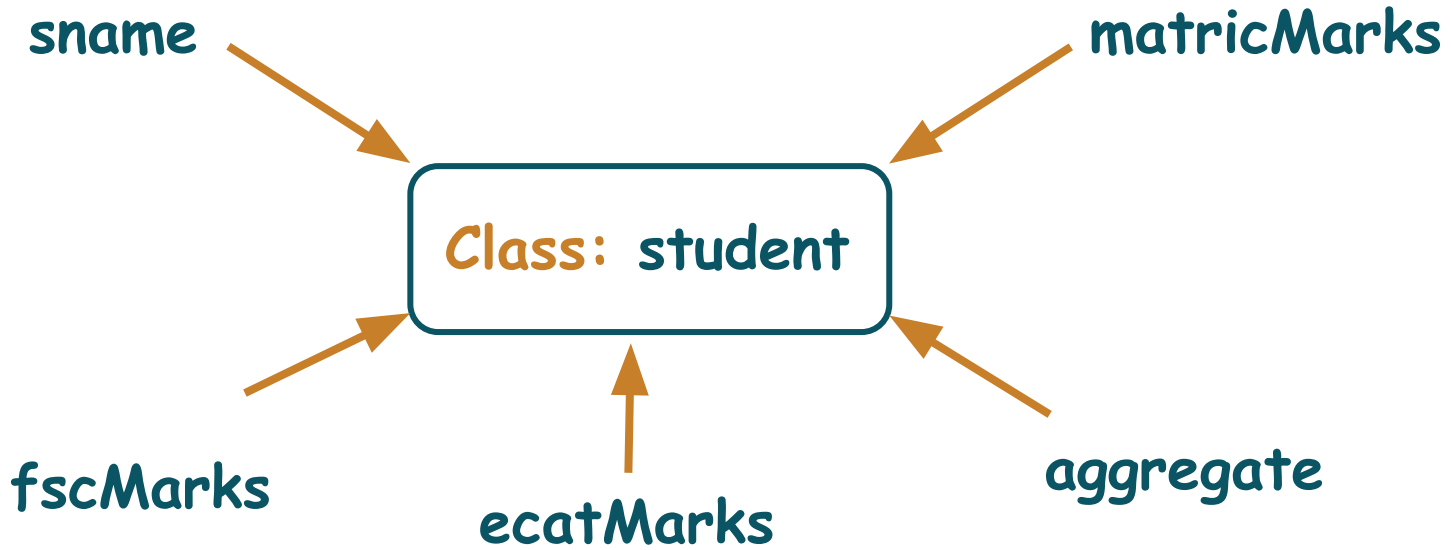
# Class VS Structure

The class has **more power** than structure. We shall see the comparison between the two, later in the course.

CLASS

# Class

Class is a way to **package** related data in a single unit.



# Class

Related data can be packaged into a class in the following way.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

# Class

Related data can be packaged into a class in the following way.

Keyword



```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```



# Class

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Keyword



```
class student
{
    public string sname;
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    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

# Class

Related data can be packaged into a class in the following way.

Keyword

User defined DataType name

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

# Class

Related data can be packaged into a class in the following way.

Keyword

`class student`

{

`public string sname;`

`public float matricMarks;`

`public float fscMarks;`

`public float ecatMarks;`

`public float aggregate;`

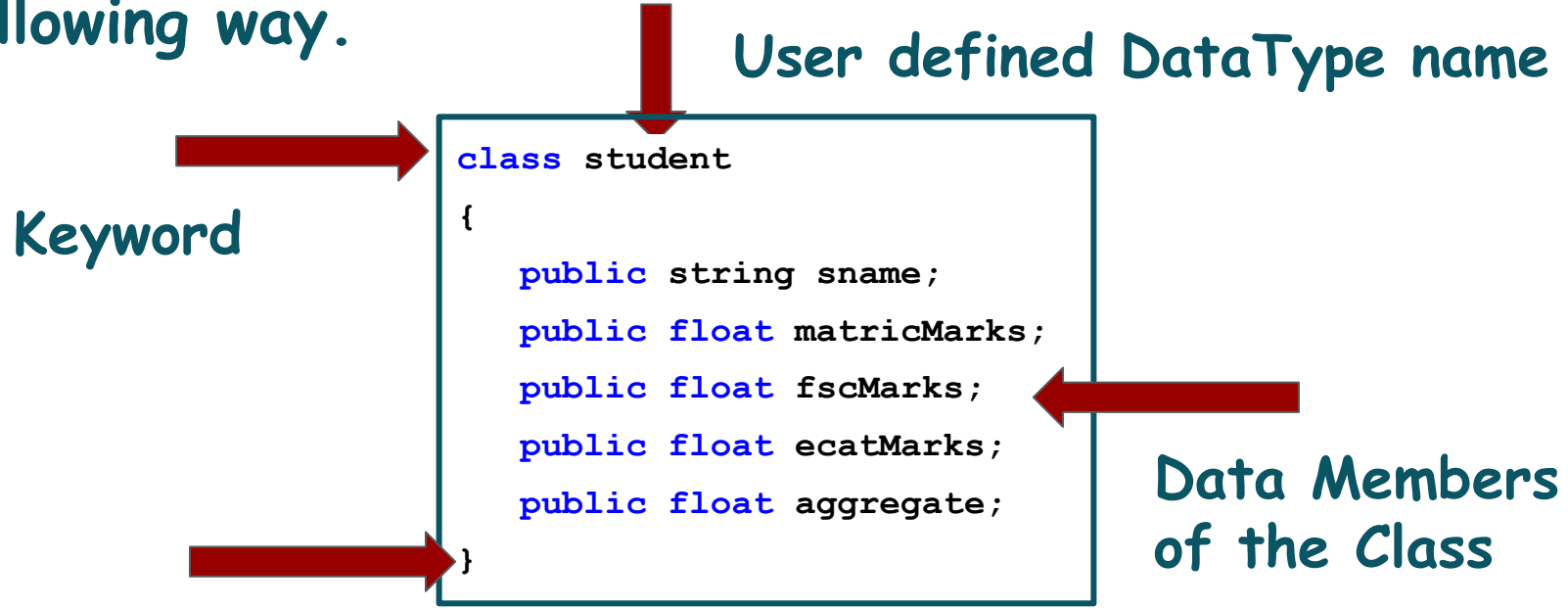
}

User defined DataType name

Data Members  
of the Class

# Class

Related data can be **packaged into a class** in the following way.



No semicolon at the end

# Class

Related data can be **packaged into a class** in the following way.

User defined DataType name

Keyword

We will use **public** keyword (**access modifier**) with every member for now

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

Data Members of the Class

No semicolon at the end

# Variables of Class

The Class acts as a **user-defined data type**, therefore, we can create its **variables**.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

# Variables of Class

A Variable of the **class** can be created as:

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
```

# Variables of Class

A Variable of the **class** can be created as:

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

name of the class



```
student s1 = new student();
```

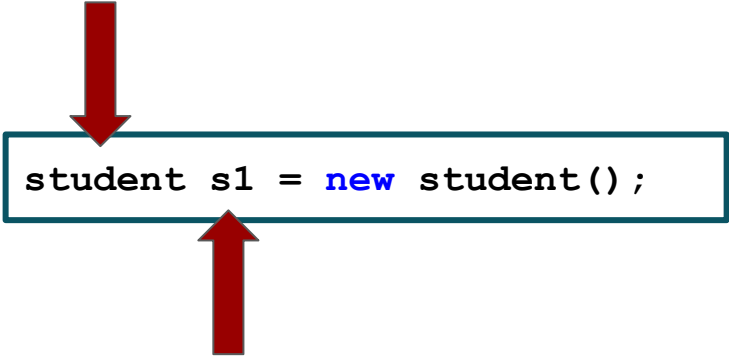


# Variables of Class

A Variable of the **class** can be created as:

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

name of the class



```
student s1 = new student();
```

name of variable

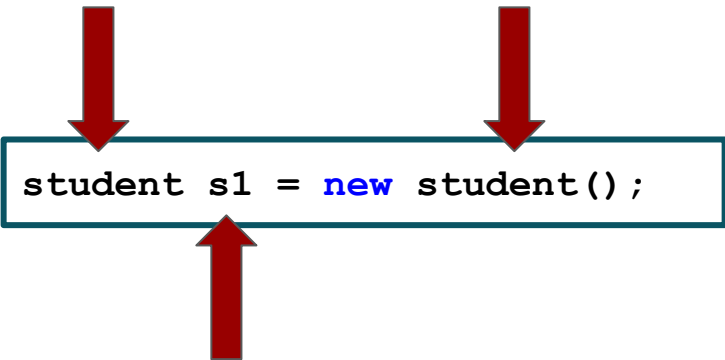
# Variables of Class

A Variable of the **class** can be created as:

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

name of the class

Call to Constructor




```
student s1 = new student();
```

name of variable

# Variable: Instance or Object

This variable of the class is also called **instance** or **object** of the class

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```



```
student s1 = new student();
```

# Assigning values to object

Now, this object **s1** represents all required information of a student

```
class student
```

```
{
```

```
    public string sname;
```

```
    public float matricMarks;
```

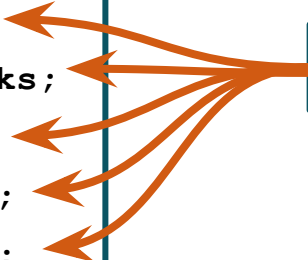
```
    public float fscMarks;
```

```
    public float ecatMarks;
```

```
    public float aggregate;
```

```
}
```


```
student s1 = new student();
```



# Assigning values to object

If you need to update any information you can use **dot** notation to access the **members** of the class.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```



```
student s1 = new student();
s1.sname = "ABC";
```

# Assigning values to object

If you need to update any information you can use **dot** notation to access the **members** of the class.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
s1.sname = "ABC";
s1.matricMarks = 1000F;
s1.fscMarks = 1050F;
```

# Object Attributes

Data Member of student class is also called **Attribute**. For example, here **sname** is an attribute of the class.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
s1.sname = "ABC";
s1.matricMarks = 1000F;
s1.fscMarks = 1050F;
```

# Object Attributes

Data Member of student class is also called **Attribute**.  
For example, here **sname** is an attribute of the class.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
s1.sname = "ABC";
s1.matricMarks = 1000F;
s1.fscMarks = 1050F;
```



# Object Attributes

Similarly `matricMarks`, `fscMarks`, `ecatMarks`, `aggregate` are also the **attributes** of the class.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
s1.sname = "ABC";
s1.matricMarks = 1000F;
s1.fscMarks = 1050F;
```

# Object Attributes

We can use the objects and their attributes like any other variables.


Object  Variable

# Object Attributes

Means we can apply **arithmetic operations**, use them in **boolean expression**, and **print on the console**.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
s1.sname = "ABC";
s1.matricMarks = 1000F;
s1.fscMarks = 1050F;
Console.Write(s1.fscMarks/100);
```



# Class and Object

When we initialize an object, it creates **all variables** of the class into the memory and we can reference these variables with the **name of instance**.

```
class student
{
    public string sname;
    public float matricMarks;
    public float fscMarks;
    public float ecatMarks;
    public float aggregate;
}
```

```
student s1 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

# Class and Object

If you initialize **third object**, it will create another memory area that is exact replica of the class.

```
student s1 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

```
student s2 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

```
student s3 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

# Class and Object

`s1.sname = "John"`

only updates the memory of the `s1` object and does not affect on the `s2` and `s3` objects.

```
student s1 = new student();
```

sname	"John"
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

```
student s2 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

```
student s3 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

# Multiple Objects

Similarly, we can generate **multiple objects** and each object will represent information of a different student.

```
student s1 = new student();
```

sname	"John"
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

```
student s2 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

```
student s3 = new student();
```

sname	""
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

# Review: Memory Layout of Programs

We know that memory is allocated to every program in 4 sections

Heap
Stack
Global
Text



# Review: Memory Layout of Programs

We know that memory is allocated to every program in 4 sections

Stores machine code of  
the compiled program.



# Review: Memory Layout of Programs

We know that memory is allocated to every program in 4 sections

Stores all **global**, static, and constant variables



# Review: Memory Layout of Programs

We know that memory is allocated to every program in 4 sections

Stores all **local variables** and is used for passing arguments to the functions



# Review: Memory Layout of Programs

We know that memory is allocated to every program in 4 sections

Heap section where  
dynamic memory allocation  
usually takes place



# Review: Memory Layout of Programs

**New** keyword allocates memory on the heap.

```
student s1 = new student();
```

Heap
Stack
Global
Text

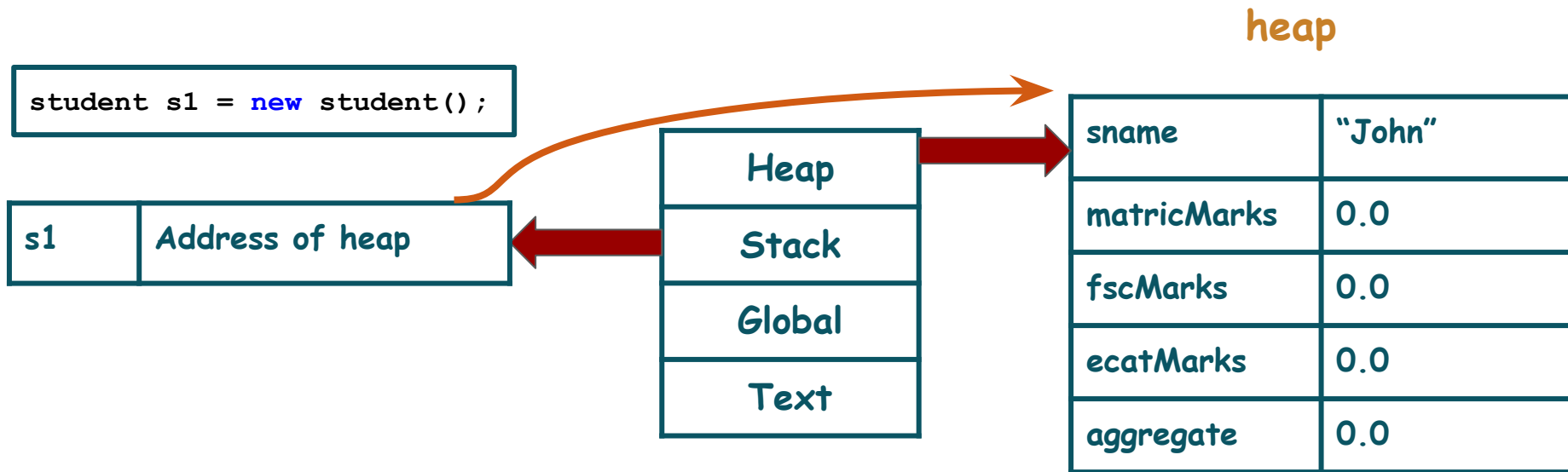


heap

sname	"John"
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

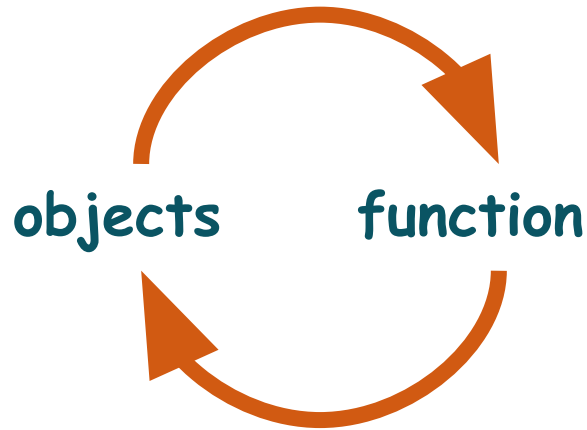
# Review: Memory Layout of Programs

Reference to that memory address is created on the stack.



# Object in Function

We can also **pass** objects to a function and **return** objects from the functions.



# Passing Object to Function by Reference

Since objects contains the Reference to the memory address allocated on the heap, therefore the objects are passed by reference to the function.



# Passing Object to Function by Reference

Currently, we have made an object of student (**s1**) and initialized its name as "**John**".

```
static void Main(string[] args)
{
    student s1 = new student();
    ● s1.sname = "John";
}
```

sname	"John"
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

# Passing Object to Function by Reference

If we pass **s1** to the function **nameChanger** then the address is only passed and the changes made in the **nameChanger** function are reflected in the **main** function as well.

```
static void Main(string[] args)
{
    student s1 = new student();
    s1.sname = "John";
    Console.WriteLine(s1.sname);
    ● nameChanger(s1);
    Console.WriteLine(s1.sname);
    Console.Read();
}
```

```
static void nameChanger(student s)
{
    s.sname = "Jack";
}
```

sname	"Jack"
matricMarks	0.0
fscMarks	0.0
ecatMarks	0.0
aggregate	0.0

# Conclusion

- We can represent related data as a **single unit** that is called **class**.
- Class is a custom (user defined) data type that consists of **attributes** (sub component of any real time object).
- Object is a **variable of class type** that holds all information present in the class.
- We can use an object into any arithmetic and boolean expressions.
- We can create **multiple objects** of class to hold different information.
- Objects reference is created on **Stack** and the actual memory is allocated on **Heap**.



# Learning Objective

Write a Program that package the related data as single unit (**Class**) and create variable (**Object**) to use the data.



# Self Assessment: Class and Objects

1. Write a program that shows three menu options

- Add Student.
- Show Students.
- Top Students.

**Add Student** allows user to add a student's information that includes RollNo, Name, GPA, isHostelide, Department.

**Show Student** displays all the added students on the screen.

**Top Student** lists the information of the top 3 students.

