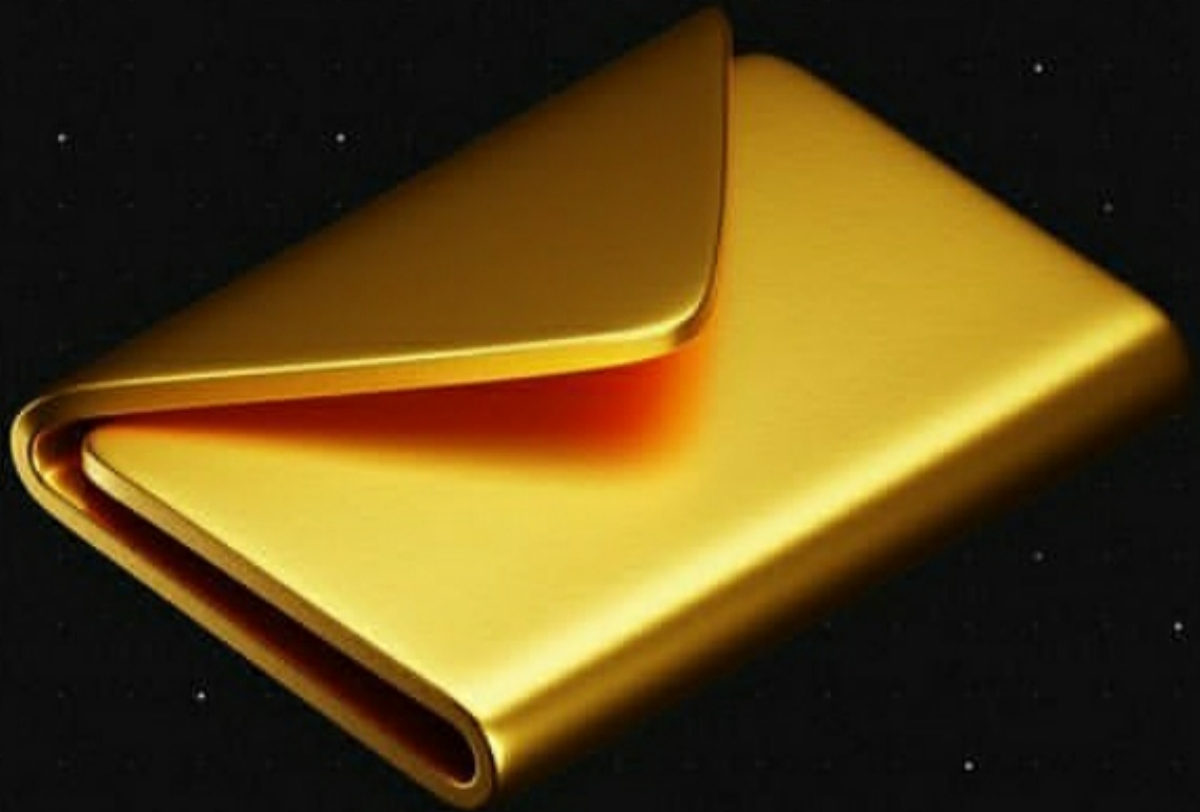




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Classes

in **JavaScript**

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Classes are a template for **creating objects**.

They encapsulate data with code to work on that data.

*keyword used
to create class*

```
class ClassName {  
  constructor() {...}  
}
```

If you **do not** create a class constructor yourself, JavaScript creates one for you. However, then you are **not able to** set initial values for object attributes.



Example for Class

```
class Person {  
  constructor (username) {  
    this.username = username;  
  }  
}  
  
const person1 = new Person('Sloba');  
const person2 = new Person('Slobodan');  
  
console.log(person1.username);  
// Sloba  
console.log(person2.username);  
// Slobodan
```

created objects



JavaScript automatically calls constructor method when a **new object** is created.

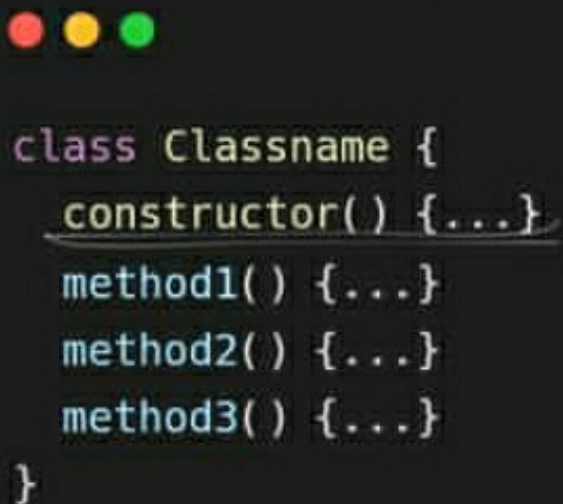
Example for Class with method



```
class Person {  
  constructor (username) {  
    this.username = username;  
  }  
  
  displayID() {  
    console.log(`Welcome ${this.username}`)  
  }  
  
const person1 = new Person('Sloba');  
  
console.log(person1.name);  
// Sloba  
person1.displayID();  
// Welcome Sloba
```

defined method

Constructor is a special type of method which is used to **initialize** object properties



```
class Classname {  
  constructor() {...}  
  method1() {...}  
  method2() {...}  
  method3() {...}  
}
```

JavaScript will add an empty constructor method if we don't define one.



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