

A Brief Introduction to Objects

In this lesson, you will be given a very brief introduction to objects.

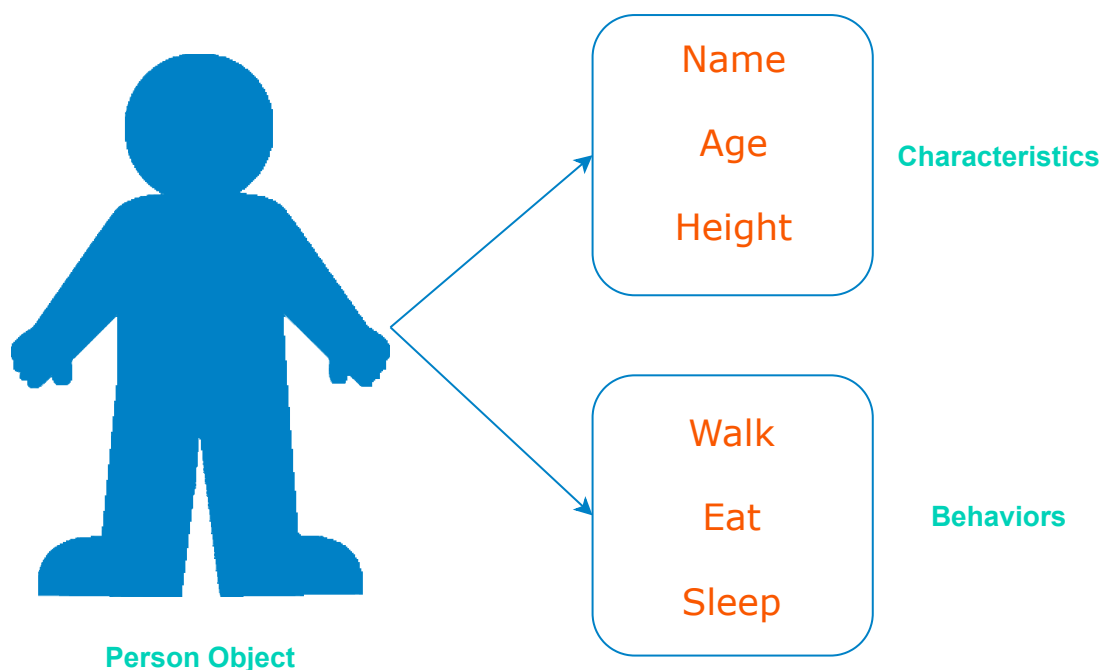
We'll cover the following

- Objects in Reality
- Objects in Dart

Objects in Reality

Objects are all around us. From the food we eat to the pets we own, everything is an object.

Every object has *characteristics* and *behaviors*. For instance, a person has characteristics such as their name, age, and height. A person can also perform behaviors such as walking, eating, and sleeping. These characteristics and behaviors combined define who the person is.



Objects in Dart

In the same way, everything in Dart is an object. Objects in a programming language also have characteristics known as **properties** and they can also perform

behaviors known as **methods**. Properties represent what the object knows, and methods represent what the object can do.

Just keep this in mind for now. We will go over objects in a lot more detail throughout the course.

Let's learn about variables in the next lesson.