

Creating a Class in Dart

In this lesson, we will start working with object-oriented programming and you will learn how to create your own class in Dart.

We'll cover the following ^

- Defining a Class
- Instance Variables
- Instance Methods

Defining a Class

To define a class in Dart, the `class` keyword is used, followed by an identifier (class name) of your choosing. This is followed by the class body which is enclosed by a pair of curly brackets (`{ }`).

```
class classIdentifier{  
    class body  
}
```

The class body consists of the members of that class, i.e., instance variables and methods.

Instance Variables

Our `Person` class has three instance variables. Here's how you declare instance variables in Dart.

```
class Person{  
    String name; // Declare name, initially null.  
    String gender; // Declare gender, initially null.  
    int age = 0; // Declare age, initially 0.  
}
```



All uninitialized instance variables have the value `null`.

Instance Methods

While there are multiple types of methods you can use in a class, this lesson will only focus on instance methods.

Instance methods on objects can access instance variables.

Our methods are walking and talking which will simply print the name of the person that is walking or talking respectively.

```
class Person{
  String name; // Declare name, initially null.
  String gender; // Declare gender, initially null.
  int age = 0; // Declare age, initially 0.

  walking() => print('$name is walking');
  talking() => print('$name is talking');
}
```



And with this, we have created our first class with three instance variables and two methods. In the next lesson, we will use our `Person` class to create a `Person` object.