Classes in JavaScript are used as a template for creating objects. (*Classes*, 2019) They are used to encapsulate data with code to be able to work data within that code. Classes are actually special functions in JavaScript and can be defined in two ways: class expression and class declaration (*Classes*, 2019) Class functions can be anonymous or have names that are different from the variables that they are assigned to. (*Classes*, 2019)

The body of the class is embedded in curly brackets. You define classes such as methods or constructors within these curly brackets. (*Classes*, 2019)

The class elements are characterized by three aspects, which can add up to 16 possible combinations. Kind, Getter, setter, method, and field are the three element characterizations. Location: static or instance. Visibility: public or private. (*Classes*, 2019)

There are also two special class element syntaxes that are named constructor and static initialization blocks. (*Classes*, 2019) The constructor method creates and initializes an object with a class. The static initialization block allows flexible initialization of static properties. (*Classes*, 2019) That includes evaluating statements during initialization while granting access to the private scope. (*Classes*, 2019)

There is so much more coding to do than only one action with classes. I found a few articles that discouraged using JavaScript classes. They discouraged classes because they stated that they bog down the JavaScript code and could make it harder to understand the pattern when it is not a natural fit for the problem. The article states that you can get as much done, and it is much more universal when programmers use modules.

Araujo, J. (2022, March 30). *Stop Using JavaScript Classes!* Giant Machines. https://medium.com/giant-machines/stop-using-javascript-classes-d0b6890ef097#:~:text=If%20I%20can%20do%20everything

*Classes*. (2019, December 9). MDN Web Docs. https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Classes

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