Class – C# Basic Programming

The **class** is a **template**, **declaration** or **blueprint** that is used for **classifying** the **object**.

It **encapsulates** variable **members**, **functions**, **structure**, **properties** and many more components.

It is the **basic building block** of **object-oriented programming**

In order to create a class, the class keyword is used.

Syntax

```
class print
 {

 }
```

After creating class, you can use it by creating its object.

An object is created using **new** keyword.

Suppose you created a class print that contain following **method**.

```
class print
 {
   public void printname()
    {
      Console.WriteLine("My name is Steven Clark");
    }
 }
```

To use the members of class, you need to **create object** of this class.

```
print pr = new print( );
```

After **creating** the **object** of print class, you can use its **members** using the object name as follow:

```
pr.printname( );
```

Sample Program

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Creating_Class
{
    class accept //Creating 1st. class
    {
        public string name;
        public void acceptdetails()
        {
            Console.Write("Enter your name:\t");
            name = Console.ReadLine();
        }
    }

    class print // Creating 2nd class
    {
        public void printdetails()
        {
            //Creating object of 1st. class
            accept a = new accept();
            //executing method of 1st class.
            a.acceptdetails();
            //Printing value of name variable
            Console.WriteLine("e;Your name is "e; + a.name);
        }
    }
    class Program //Creating 3rd class
    {
```

```
.           static void Main(string[] args)
.           {
.               print p = new print();
.               p.printdetails();
.               Console.ReadLine();
.           }
.       }
.   }
```

Output

```
Enter your name:        Steven Clark
Your name is Steven Clark_
```

GUIDELINE WHILE CREATING CLASS

- The **class name** should be **meaningful**.
- Use either **pascal case** or **camel case**. But It is strictly recommended you to use **pascal case** for **class name** and **camel case** for **variable name**.
  - ✓ In **camel case**, the first letter is small. Ex. camelCase.
  - ✓ In **pascal case** first letter is capital. Ex. PascalCase.
- Your class name should **not contain** any special character except underscore or digit. Must start your class name with character.
- Don't use **reserved keyword** for class name.