

The written code of a class and its attributes are known as the **definition** or **implementation** of the class.

Declaration#

In Java, we define classes in the following way:

```
1 class ClassName { // Class name
2
3     /* All member variables
4     and methods*/
5
6 }
```

The `class` command tells the compiler that we are creating our custom class. All the members of the class will be defined within the class scope.

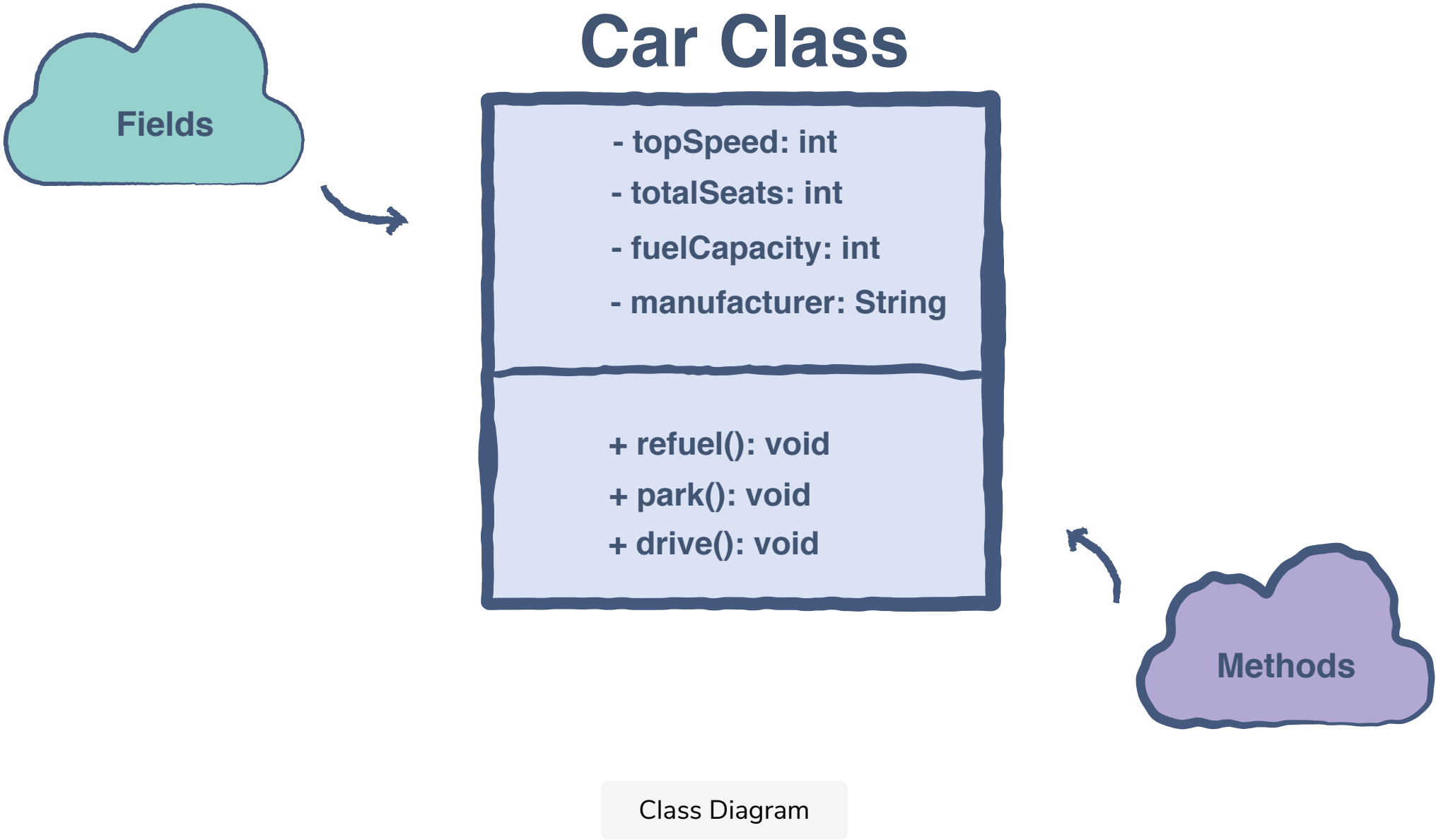
Creating a Class Object#

The name of the class, `ClassName`, will be used to create an instance of the class in our main program. We can create an object of a class by using the keyword `new`:

```
1 class ClassName { // Class name
2     ...
3
4     // Main method
5     public static void main(String args[]) {
6         ClassName obj = new ClassName(); // className object
7     }
8 }
9 }
```

Implementation of Car Class#

Let’s implement the `Car` class illustrated below:



```
1 //The Structure of a Java Class
2 class Car { // Class name
3
4     // Class Data members
5     int topSpeed;
6     int totalSeats;
7     int fuelCapacity;
8     String manufacturer;
9
10    // Class Methods
11    void refuel(){
12        ...
13    }
14    void park(){
15        ...
16    }
17    void drive(){
18        ...
19    }
20
21 }
```