Module Classes and Objects

Lesson
Classes and Objects

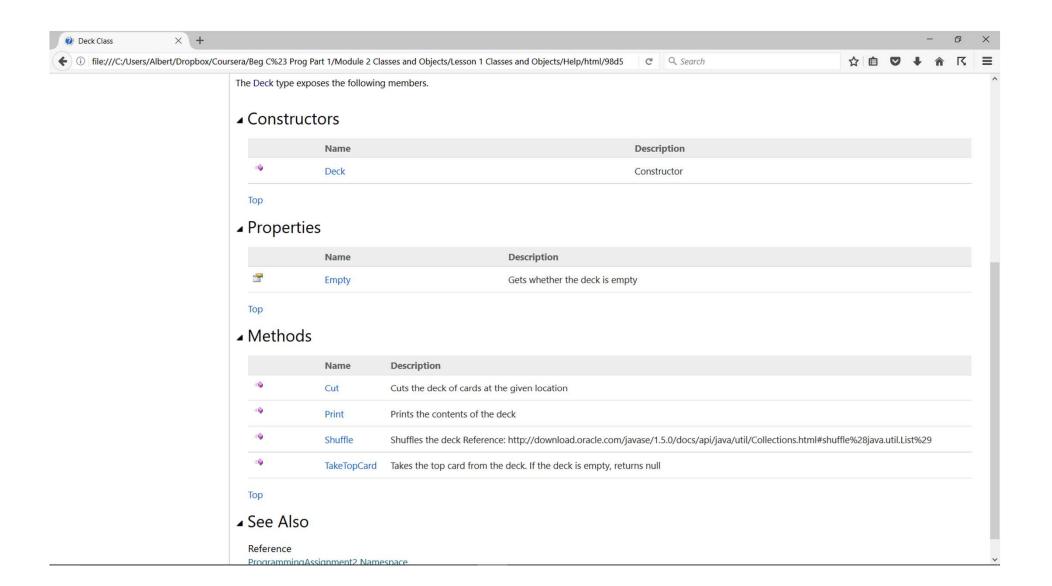
<u>Lecture</u>

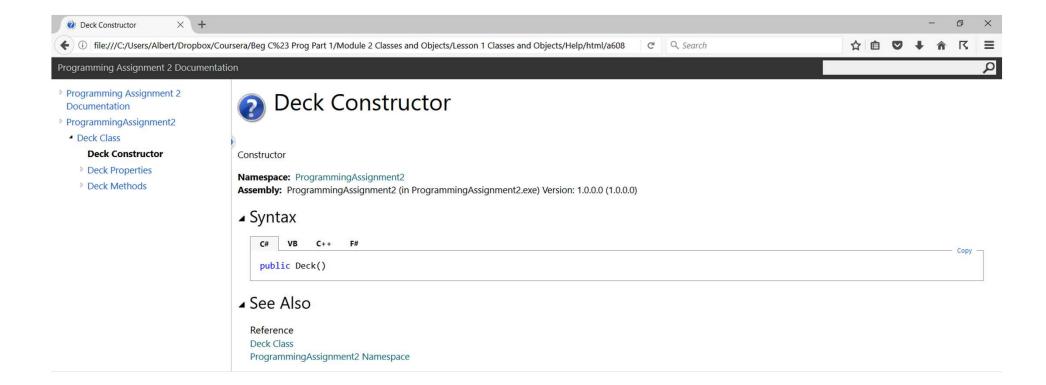
Using a Class: Constructor

Last time we learned the conceptual ideas behind classes and objects

This time, we'll start using classes and objects in a C# program

The first thing we need to know is how to instantiate an object so we can interact with that object





- Recap
 - Learned how to instantiate objects using a constructor