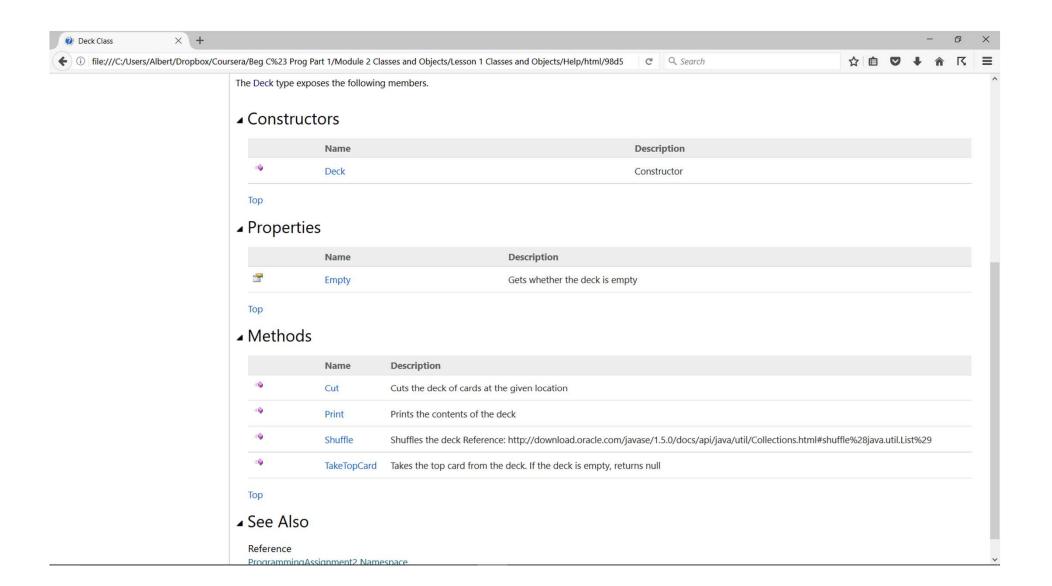
Module Classes and Objects

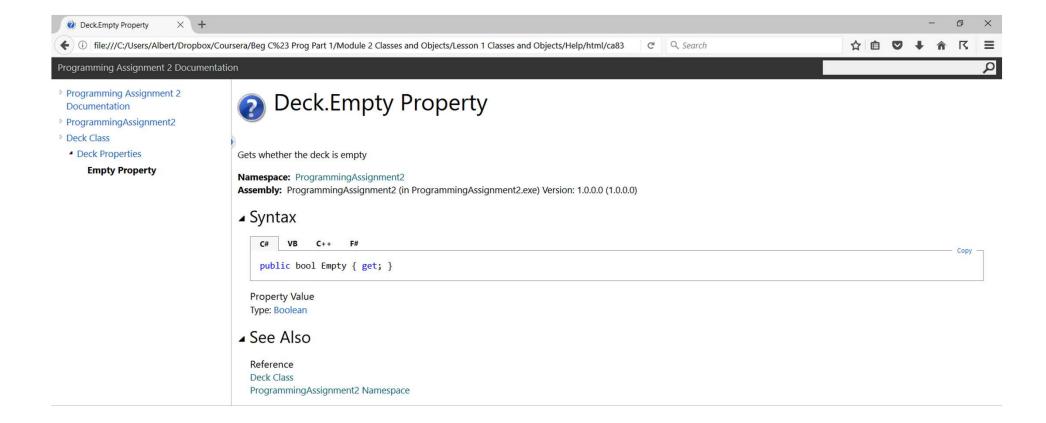
Lesson
Classes and Objects

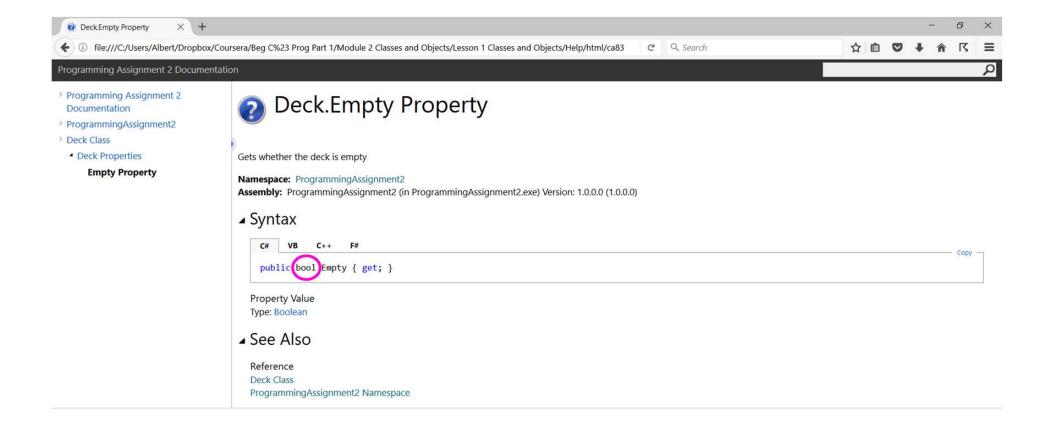
Lecture
Using a Class: Properties

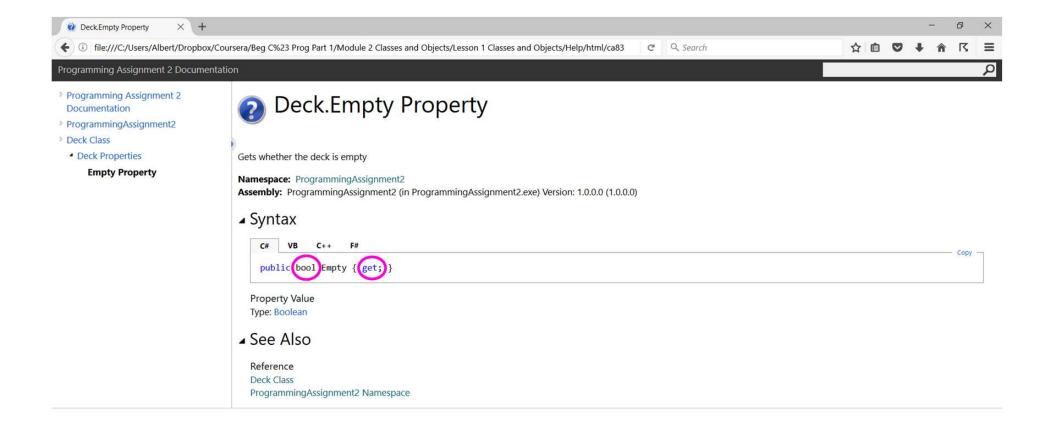
Last time we learned how to instantiate an object so we can interact with that object

This time, we'll start actually interacting with that object by accessing its state through a property









- Recap
 - Learned how to access a property