

# Department of Education REGION III

# SCHOOLS DIVISION OFFICE OF NUEVA ECIJA

# LEARNING ACTIVITY SHEET IN SPICIAL PROGRAM IN ICT 10 ADVANCED PROGRAMMING 10

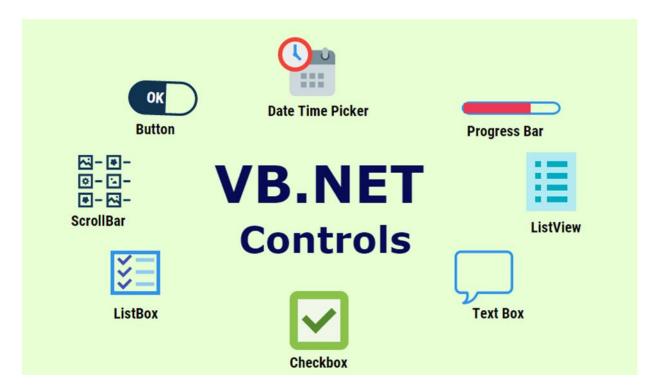
Third Quarter, Week 1

Name:	Date:			
Grade Level / Section:				

# **CLASSES AND OBJECTS**

### BACKGROUND INFORMATION FOR LEARNERS

Object is a combination of codes and data that can be treated as a unit. It can be a piece of an application. Like a control or a form in applications. An entire application can be an example of an object.



### What is Class?

A **Class** is a collection of method and variables. It is a blueprint that defines the data and behaviour of a type. It is also a software components that defines and implements one or more interfaces.

### **Class Definition**

A class definition starts with the keyword **Class** followed by the **class name**; and the **class body**, ended by the **End Class** statement.

# Public Class Test Variables Methods Properties Events End Class

### **Class Members**

### 1. Data Members / Variables

Data members includes member variables and constants.

### 2. Event Members

Events are procedures that are called automatically by the Common Language Runtime in response to some action that occurs, such as an object being created, a button being clicked, a piece of data being changed, or an object going out of scope.

### 3. Methods / Function members

This refers to both functions and subroutines.

### 4. Property Members

A property member is implemented as a Private member variable together with a special type of VB function that incorporates both accessor functions of the property

**Example 1.** Create a program that displays contact information of clients using class.

VB Code:

```
Module Module1
    Class contact
        Public fname As String
        Public add As String
        Public mob As String
        Public em As String
    End Class
    Sub Main()
        Dim cinfo As contact = New contact
        cinfo.fname = "Juan Dela Cruz"
        cinfo.add = "Caloocan, Carranglan, Nueva Ecija"
        cinfo.mob = "098776541234"
        cinfo.em = "juan.delacruz@deped.gov.ph"
        Console.WriteLine("Name: {0}", cinfo.fname)
        Console.WriteLine("Address: {0}", cinfo.add)
        Console.WriteLine("Mobile No.: {0}", cinfo.mob)
        Console.WriteLine("Email Address: {0}", cinfo.em)
        Console.ReadKey()
    End Sub
End Module
```

### Output:

```
File:///c:/users/eugene/documents/visual studio 2010/Projects/Examp

Name: Juan Dela Cruz

Address: Caloocan, Carranglan, Nueva Ecija

Mobile No.: 09876541234

Email Address: juan.delacruz@deped.gov.ph
```

# LEARNING COMPETENCY

1. Use Classes and Objects in creating a program.

# **ACTIVITIES**

1. Create a console application that computes for the area of 3 rectangle and displays its results. Use class to create this program. (10pts.)

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1.	In your own understanding. What is Classes and Objects?

### **REFERENCES**

**Electronic Resources:** 

https://www.pdfdrive.com/mastering-microsoft-visual-basic-2010-e43922330.html

Master Microsoft Visual Basic 2010

https://www.tutorialspoint.com/vb.net/vb.net\_classes\_objects.htm

VB.Net Programming Language Reference

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