

# Classes & OOP

A class is like a template of creating objects.

You'll create a class - And use that class in a program to create multiple objects.

Difference between a Class and an Object



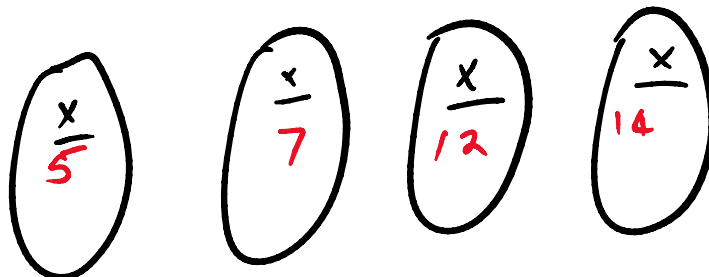
The Class specifies "Actions" and "Attributes"

Actions - Methods

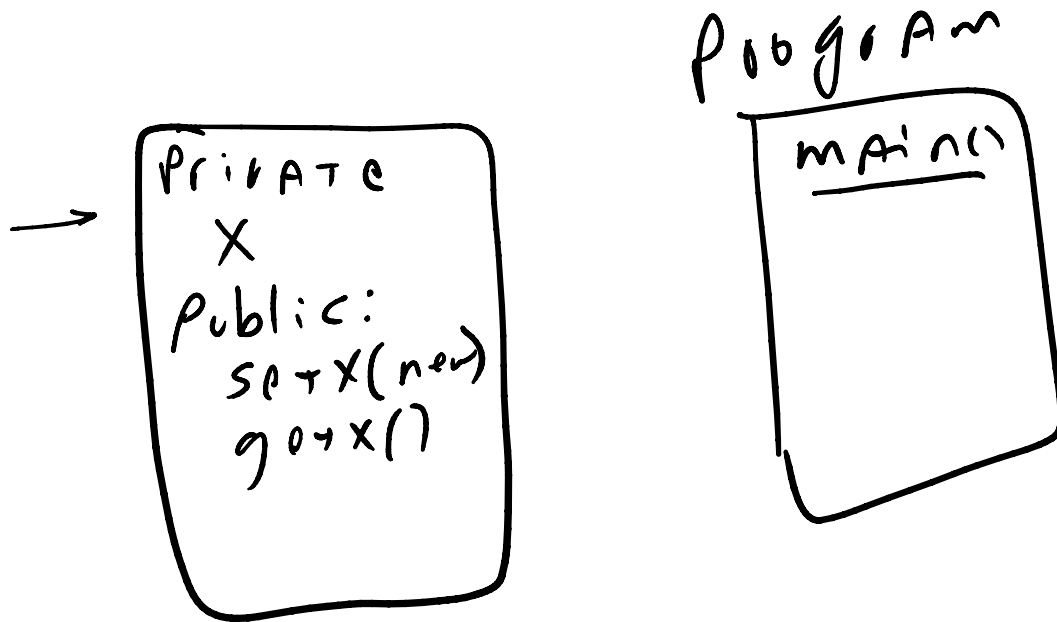
Attributes - instance variables - data

CLASS - X, int

4 instances  
of my  
class



Creating an object.  
Sometimes call instantiation



## Public INTERFACE

Accessors - Read only instance vars

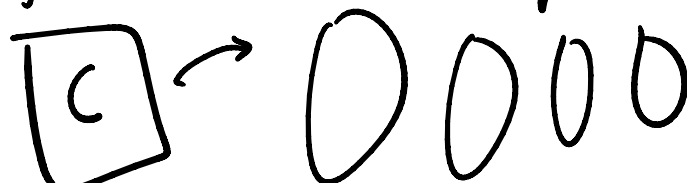
- getters

Mutators - Change instance vars

- setters

Constructors

- execute automatically while object is being created





## DESTRUCTOR

- executes AUTOMATICALLY while object is being destroyed.

## PRIVATE helper methods

### YOUR CLASS

- PRIVATE instance variables
- public constructors
- public methods
  - ACCESSORS
  - MUTATORS
  - other public methods
- public destructor (only if needed)
- PRIVATE helper methods