**Classes**

**Introduction**

* A class is a building block of an application.
* Classes consist of data (represented by fields), and behavior (represented by methods).
* An object is an instance of a class.
* Instance: accessible from an object.
* Static: accessible from the class.
* Why use static member? To represent concepts that are singleton. For example, current date and time. In addition, Console.WriteLine(), since there is only one console.

**Constructors**

* A method that is called when an instance is created. Constructors don’t have a return type. You want to initialize a class.
* If you have a class with a List, make sure you initilize that list in the class to avoid Null exceptions.
* You can use : this() before the curly braces of a constructor, but after the constructor declaration. This will call the constructor with the specified parameters. In our example, we’re calling the default constructor, since the parameters are 0.