

Declaration and Implementation

In this lesson, you will learn about the declaration and implementation details of a class.

We'll cover the following

- Declaration
- Creating a Class Object
- Implementation of Car Class

The written code of a class and its attributes are known as the **definition** or **implementation** of the class.

Declaration

In Java, we define classes in the following way:

```
1 class ClassName { // Class name
2
3     /* All member variables
4     and methods*/
5
6 }
```



The `class` command tells the compiler that we are creating our custom class. All the members of the class will be defined within the class scope.

Creating a Class Object

The name of the class, `ClassName`, will be used to create an instance of the class in our main program. We can create an object of a class by using the keyword `new`:

```
class ClassName { // Class name
...

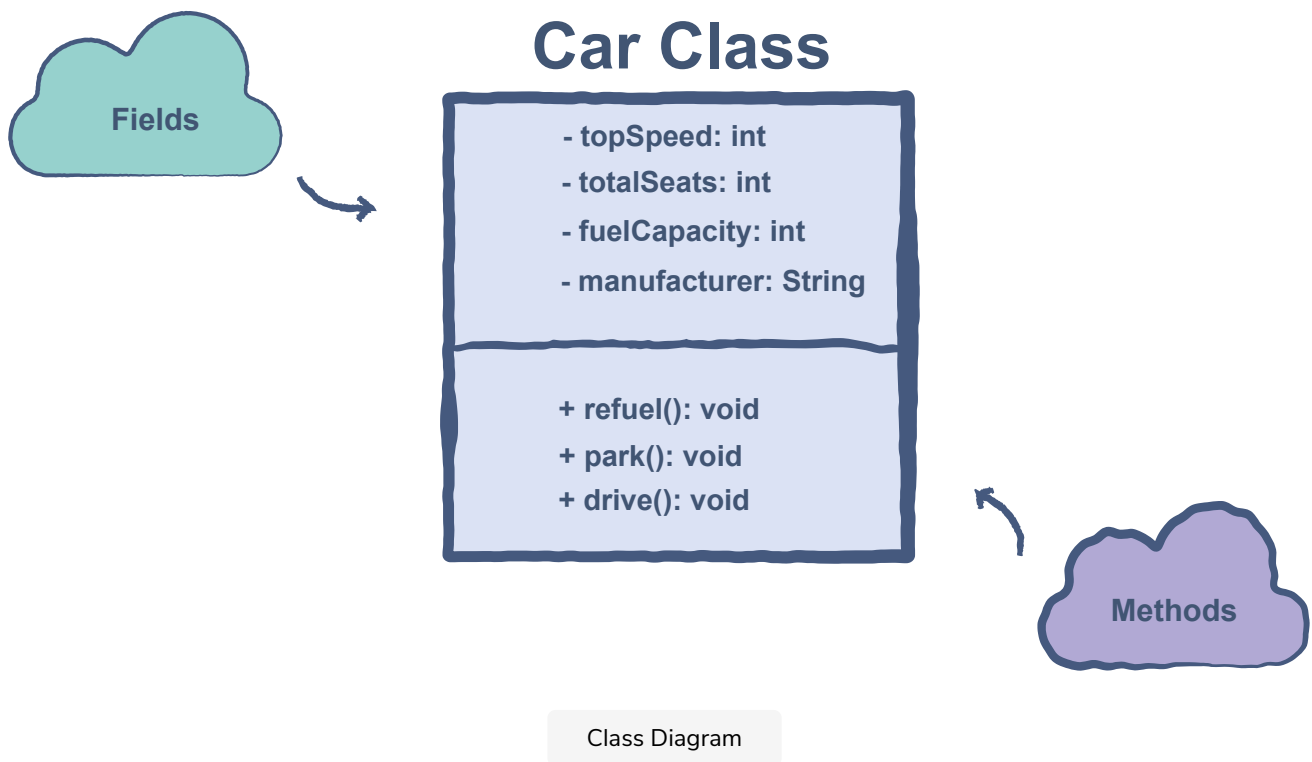
    // Main method
```



```
public static void main(String args[]) {  
    ClassName obj = new ClassName(); // className object  
  
}  
}
```

Implementation of Car Class

Let's implement the **Car** class illustrated below:



```
class Car { // Class name  
  
    // Class Data members  
    int topSpeed;  
    int totalSeats;  
    int fuelCapacity;  
    String manufacturer;  
  
    // Class Methods  
  
    void refuel();  
    void park();  
    void drive();  
  
}
```



We've seen the structure of a class and the basic skeleton of a **Car** class. In the next lesson, we build upon this by introducing the concept of access modifiers.

