

# What is a class?

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From a dictionary: a class is “a set or category of things having some property or attribute in common and differentiated from others by kind, type, or quality.”

In JavaScript, a class is a type of **function**, but instead of using the keyword **function** to initiate it, we use the keyword **class**, we use the keyword **class**, and the properties are assigned inside a constructor() method. You will learn about constructor method in the next wiki.

## Defination: *class* keyword

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The special keyword **class** defines a class in JavaScript:

```
class User {  
  // The body of a class  
}
```

The code above defines a class **User**. The curly braces { } determines the limit of class body. Note that this syntax is named **class declaration**.

You're not obligated to indicate the class name. By using a class expression you can assign the class to a variable:

```
const UserClass = class {  
  // The body of a class  
};
```

## How to create class instance ?

```
const myUser = new User();
```

- Notice that the **new** operator is used when calling a class.
- This tells JavaScript to create a new *instance* of **User** called **myUser**.
  - Here *Instance* just describes a relationship with class.
  - An *Instance* within itself, creates a copy of methods and fields defined inside a class.
- Now **myUser** (instance) has all the methods and fields which were previously defined inside the **User** class

**Note:** Later on in this course, we will learn about fields and methods in detail . This will become more clear with examples as we will proceed further .