**Objects and Classes**

An object holds a set of names values (struct)

Example for birthday

Declare all the accessible functions and variables with public

* Variables
  + Day
  + Month
  + Year
* Actions:
  + AddDay();
  + ChangeYear(int year);

Beware when copying struct/classes - you’re copying the address not the contents of the class

An object is a single instance of a class;

.NET Core is perfect when it comes down to the DateTime class compared to other languages;