

# Classes





## Classes

- Classes in Typescript are same as those in Java or C#
- It is a **blueprint** for creating objects
- It encapsulates data and logic
- It contains properties, getters/setters, methods, and a constructor.
- Properties can have access modifiers such as public, private, and protected.
- Supports inheritance with the keyword **super**
- Can **implement** interfaces
- Can be used to enforce types



# Interfaces

Next Video



## Credits

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Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by SlidesCarnival
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