## What is Class

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- A class is at the core of Java.
- Any concept to be implemented, must be encapsulated within a class.

#### What is Class

- A Class is a template that decides a structure for an object.
- Using classes and objects, one can map 2 major pillars of OOP: Abstraction and Encapsulation.

# **Class Syntax**

```
class <class-name> {
    <variable-declarations>
    <method-definitions>
}
```

# **A Simple Class**

```
class Planet{
  String name;
  int moons;
}
```

# **Creating Object**

# **Creating Object**

- Once a class is created, it can be further used by creating its object.
- Syntax:

```
<class-name> <ref-var-name> =
    new <class-name>();
```

## **Access Modifiers**

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- Access modifiers are used to specify the scope of class members.
- These are private, public, protected and default.

# **Adding Methods**

## **Adding Methods**

- Once an object is created, at any time it can be manipulated with the help of methods.
- Methods act like behaviors or operations.

# **Adding Methods**

• Syntax:

```
<return-type> <method-name> ([param-list]) {
      //Some Code
}
```

### **Accessor and Mutator Methods**

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- Used to retrieve or modify the values of the fields for a specific object.
- These methods follow the convention:

```
getXXX() and setXXX()
```