

Dart – Classes And Objects

Dart is an object-oriented programming language, so it supports the concept of class, object ... etc. In Dart, we can define classes and objects of our own. We use the **class** keyword to do so. Dart supports object-oriented programming features like classes and interfaces.

Class: Class is the blueprint of objects and class is the collection of data members and data function means which include these fields, getter and setter, and constructor and functions.

Declaring class in Dart

Syntax:

```
class class_name {  
    // Body of class  
}
```

In the above syntax:

- **Class** is the keyword used to initialize the class.
- **class_name** is the name of the class.
- Body of class consists of fields, constructors, getter and setter methods, etc.

Declaring objects in Dart

Objects are the instance of the class and they are declared by using **new** keyword followed by the class name.

Syntax:

```
var object_name = new class_name([ arguments ]);
```

In the above syntax:

- **new** is the keyword used to declare the instance of the class
- **object_name** is the name of the object and its naming is similar to the variable name in Dart.

- **class_name** is the name of the class whose instance variable is been created.
- **arguments** are the input which are needed to be pass if we are willing to call a constructor.

After the object is created, there will be the need to access the fields which we will create. We use the **dot(.) operator** for that purpose.

Syntax:

```
// For accessing the property  
object_name.property_name;  
// For accessing the method  
object_name.method_name();
```