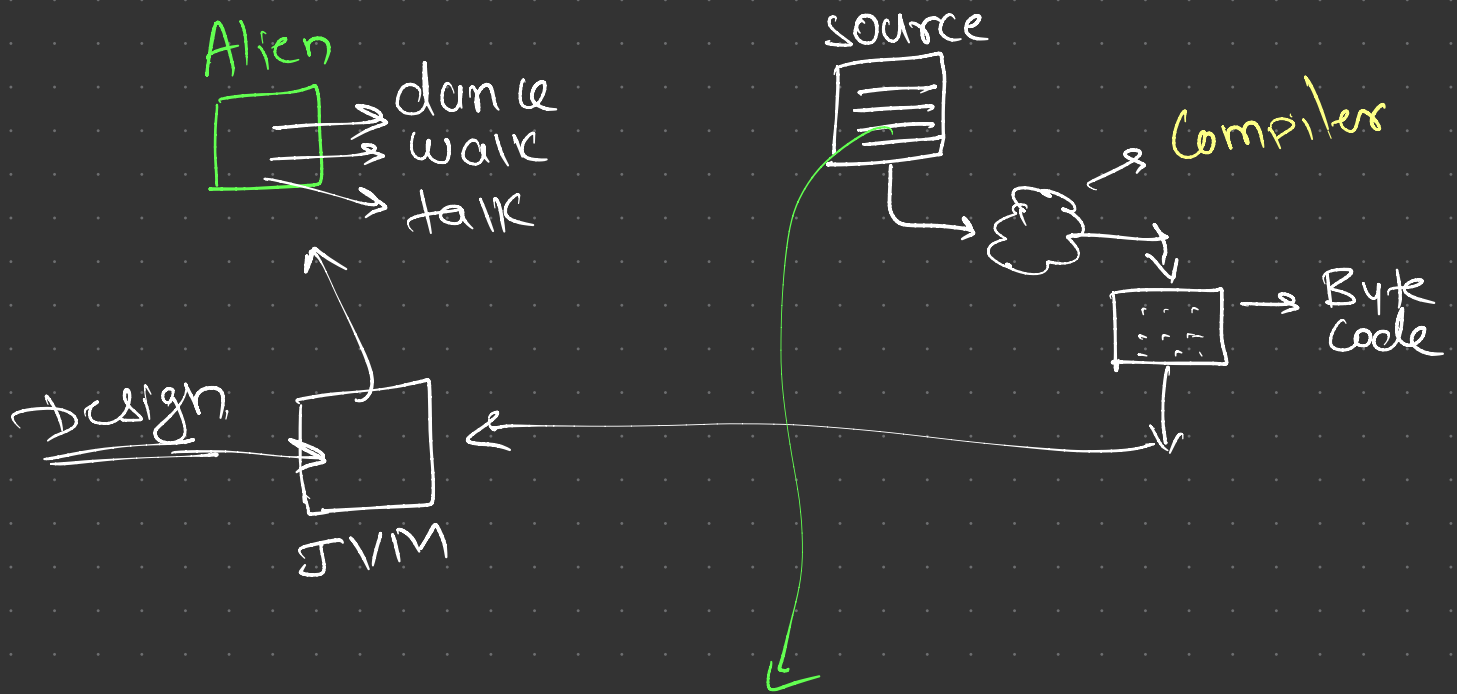


Tagged Array

Class & object.



```
Class Alien
{
    == age, name, tech;  → Variables (properties)
    dance() { }
    walk() { }
    talk() { }           } Method (Behaviour)
}
```

Object (knows, and it does)

Alien \rightarrow class

