

# Classes and Objects

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# Module Overview

**The Role of Classes**

**Creating a Class**

**Adding Class Members**

**Creating a Class Instance**

**Constructors and Properties**



## Summary



**Classes are used to create an object “blueprint”**

**Class members can include:**

- Fields
- Properties
- Functions/Methods
- Constructors

**Accessibility modifiers can be used for encapsulation (public/private)**

**Object instances can be created using the new keyword**

