

# Class Basics

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**Mark Zamoyta**  
SOFTWARE DEVELOPER  
@markzamoyta



# Classes



Creating a Module

Defining Classes and Objects

Classes

Constructors and Properties

Static Properties

Methods

Static Methods

Getters and Setters





Representation

Abstraction

Model

Thing

Entity

Business Object

Object



Drone Class

Drone Instance

Drone Instance

Drone Instance

Drone Instance

Drone Instance

Drone Instance



# Creating Classes and Objects

```
class Drone {  
    // details here  
}
```

```
let drone = new Drone();
```



# Summary



Modules

Classes and Objects

Constructors

Properties

Methods

Static Properties and Methods

Getters and Setters

