

Programmeren Cheatsheet

Class:

A class describes what an object will look like and how it will behave

Object:

An object is an instance of a class. it is a real-world entity or representation that is created based on the blueprint (class). An object allows you to use the data and behaviors defined in the class.

Fields:

Fields are variables that belong to a class. They store the data or state of an object.

Constructor:

A constructor is a special method used to initialize objects of a class. it's automatically called when an object is created.

Methods:

Methods define the behavior or actions that an object can perform. They operate on the data (fields/properties) of the class.

DataType:

Datatypes define the type of data that can be stored in a variable. for exemple int/float for numbers, string for text or a boolean for True/False

Access Modifiers:

Access modifiers define the **visibility** and **accessibility** of a class, They control which parts of the code can interact with or modify a given element.