



Chapter 7. Using Classes

In this chapter, we will cover the following recipes:

- Implementing a class
- Implementing a simple search class
- Implementing a generic Login class
- Implementing function pointers
- Implementing a generic Iterator

Introduction

This chapter describes how to use classes in VBScript, along with some very useful and illustrative implementation examples. Classes are a fundamental feature of object-oriented programming languages such as C++, C#, and Java. Classes enable us to encapsulate data fields with the methods and properties that process them, in contrast to global variables and functions scattered in function libraries. UFT already uses classes, such as with reserved objects (refer to [Chapter 8, Utility and Reserved Objects](#)), and Test Objects are also instances of classes. Although elementary object-oriented features such as inheritance and polymorphism are not supported by VBScript, using classes can be an excellent choice to make your code more structured, better organized, and more efficient and reusable.

