Class Definition

In this lesson, we will learn about the first steps in creating a class.

Similar to functions, classes need to be created outside the `main()`. The written code of a class and its attributes are known as the **definition** or **implementation** of the class.

Definition Template

In C++, we define classes in the following way:

```
class className {

  /* All member variables
  and member functions*/

}; //The semi-colon operator ends the class
```

The `class` command tells the compiler that we are creating our own custom class. All the members of the class will be defined within the class scope.

Creating a Class Object

The `className` will be used to create an instance of the class in our main program. We can create an object just like we create objects of other data types:

```
class className {
  ...
};
```

```
int main() {
  int i; //integer object

  className c; // className object
}
```

We've seen the basic skeleton of a class definition. In the next lesson, we build upon this by introducing the concept of access modifiers.