  Objects & Classes

state of object rep by the data fields with their current values; their variables along with the values inside them

behavior of object (also known as actions) is what object does. it's purpose. It's defined by its methods

**A class defines the properties and behaviors for objects.**

**Classes are definitions for objects and objects are created from classes.**

A class is a template, blueprint,

or contract that defines what an object’s data fields and methods will be.

An object is an instance of a class, an initiation of it. A class to an object is like an apple pie recipe to an apple pie

**A constructor is invoked to create an object using the new operator.**

A method known as constructors, which are invoked to

create a new object. A constructor can perform any action, but constructors are designed to

perform initializing actions, such as initializing the data fields of objects.

Constructors are methods that have "no datatype" just the name and parameters as its heading and have class name as its name designed to do "set up work" for the object that are called when

objecct is created.

EX: ClassName(parameterName: parameterType)

Constructors are invoked using the new operator when an object is created.

<https://thenewboston.com/videos.php?cat=31&video=17982>

Class's. No wonder C++ programmers almost always define variables first than methods; they are imitating set of defining data fields and methods

in a class