Book

You can have a class of anything

Class is a representation of an object.

in your "main"

you code your stuff there.

first you input the "book class".

If i want to create a new list of books

Public class Book1

Properties

Public string title {get;set;}

Publc string authorname {get;set;]

Private int id; **- read access**

//methods

Public void editTitle(string title){

this.title = title;

}

Public void getID (string title) {

}

//import the book class

void main ()

Lists <Book> library = new List<Book>();

Book book1 = new book ();  **(creation of new book)**

Book1.name = “Lance” **- this would not work**

Book1.authorizename = “Lance”;

Book book2

List is a generic list

In the beginning you have a book.

A bunch of books creates a list.

Int x = 0; **new object of an integer, int x is just a place holder**

string text = “Lance”; **this text object is a string.**

string text – new String(“L”)

var text = “L”;

text = 0; **this will fail. Cause 0 is not a string.**

//constructor

public Book(){

}

public Book(

you can create a book without anything

or you can create a book and assign already.

i.e.

Book book3 = new Book (3); **3 is the ID**

public int getID(){ **returns an int**

return id;

}

Book book2 = new Book();

Book1.editTitle(“New Title”);

int id = book1.getID();

Book book3 = new Book(3);

Book3.title = “Book3”;

print id

i.e. for games

class Customer {

//method

public addItem(string item, int count){

Orders.Add(item,count);

//property

private Dictionary<Item,int> Orders{

private SSN {get;set;}

public Dictionary<Item,int>

}

Customer Wilbert = new Customer (); //object

Wilbert.additem(“holy water”, 3);

Class is the “bank”

Creating an instance of a bank is an object.

Class is like a “blue print”.

Database of accounts

1. Name of person **wrong it should be “name of account”**
2. Address
3. Telephone number
4. ID of person

}

Account {

Person

Person {

Name

Address

Id

}

Database of accounts

1. Account person
2. Subscription
3. Favorites

Primitive data types is a basic blocks of the language

**Wrong method below**

candle

price

book

price

**why? If there is a discount**

candle

price

discount

book

price

discount

**instead make an inheritance**

class Item {

price

edit price

}

class Book : Item {

}

class HolyWater : Item {

}

class candle : Item {

}

Book1

Book1.price

Book1.editPrice

Candle1 = newCandle()

Candle1.editPrice

Class Book **would inherit object**

**Three instances of book**

Book1

Book2

Book3

**20171003**

When you call a constructor.