Structure of a Class Definition

`public class ClassName {`

- Declarations of Properties/Variables
- Constructor Method
  - Used when a new object is created from the class
  - Purpose: store initial values in some or all of the properties
- Other Methods
  - **`public void draw( Graphics g ) {`**
    - g is the graphics object in which things will be drawn
  - **`public String toString( ) {`**
    - Returns a text string showing the values of properties

`} // end of class ClassName`