# Creating and Storing Objects (Instantiation)

In this lesson, students will create and use constructors. The constructor, or signature of a class, allows for the creation of a new object. Students will create objects by calling constructors with parameters. Parameters are values that are passed into a constructor. These are referred to as actual parameters. This lesson corresponds with AP Computer Science A topic 2.2.

## Objective

Students will be able to:

* Create and use constructors
* Create objects by calling constructors with parameters