1. Open a file in IntelliJ and create a class named 'Fruit' just like how I showed you to do in the "Introduction to Classes" video.

It should look like this:

1. public class Fruit{
3. }

2. Now, you need to create instance variables in this class. You can create two instance variables of your choice. Think about the kinds of attributes that fruits have and what kinds of instance variables they might need. Also think about the types of variables that these instance variables should be stored in (e.g. storing a name in an int variable wouldn't make sense because a name is not a number). For example, the instance variables can be the name of the fruit and the colour of the fruit ; these would both be stored in string variables. You can choose different instance variables or you can use the ones I mentioned in the previous sentence.

3. Now, write your instance variables inside the class. Remember to write the type of variable followed by the variable name. So, your code should look something like this (but it can have different instance variables of your choice):

1. public class Fruit{
3. String name;
5. String colour;
7. }

4. Now, your class needs a constructor. Whenever a Fruit object is created from this class, this constructor will be called and used as a blueprint. So, create a constructor by writing the keyword 'public' followed by the class name, 'Fruit', followed by parentheses.

5. In the parentheses, you'll want to write two parameters. Each of these paraemeters will provide the information about the object that you will store in each of the instance variables. Remember to give each paraemeter a different variable name than the instance variables, and make them each the same type of variable (i.e. String, int, etc) as the respective instance variable. So, for example, this is what the constructor heading can look like:

1. public Fruit(String fruitName, String fruitColour){
3. }

6. Now, in the body of the constructor, you just have to assign each instance variable to the value of the repsective parameter. For example, the instance variable 'name' should be assigned to its respective parameter  — fruitName — that will carry the information about the Fruit object's name. So, here is what the body of the constructor should look like:

1. public Fruit(String fruitName, String fruitColour){
3. name = fruitName;
5. colour = fruitColour;
7. }

7. Now, you'll need to add a main method to this class, because remember that every Java program needs something called a 'main method'. So, to add the main method, on the next line inside the class, just write this:

1. public static void main(String[] args){
3. }

8. Now, inside this main method, you can create an object! Go ahead an create an object by following the syntax and format that I showed you. You can name the object whatever you want and you can assign whatever values you want to the parameters in the declaration of the object. For example, you can assign 'fruitName' to be "Cherry" and 'fruitColour' to be "Red". For reference, here is what your object declaration can look like:

1. Fruit cherry = new Fruit("Cherry", "Red");

Congratulations, you created your first class in Java!

**Questions for this assignment**

1. Does every class need a constructor?
2. Can you name the constructor in this class something other than 'Fruit'?