

OOP

=>Any thing called an object

1-Class

The first char of the name must be Capital

```
Class Users{
```

```
1-Properties
```

```
2-functions
```

```
}
```

To use the class I made

```
Users user=Users();
```

=>object is an instance from the class

2-Constructor

Method run automatically when I made an object from the class

```
User(){
```

```
}
```

```
User(string name){ // required
```

```
}
```

```
User([string name]){ //not required
```

```
}
```

By default the default constructor is run when I made an object

3-Encapsulation

Private members using the underscore(_) prefix.

Public members without the underscore .

Getters and setters to control access to private fields.