Java Programming For Beginners

Day 6

A class is a user-defined type.

An object is an instance of a class.

A class has properties and behavior.

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- Properties are represented by variables
- Behavior is represented by functions
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Create a class, instantiate it and use it.

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- You can create it in the same file or another file
- A file may only contain one public class
- Exercise classes: Human, Animal, Car.
```

public vs private

Getters and Setters

this

A **constructor** is a function that runs when an object is created.

Constructors can take arguments.

Constructors can be overloaded.

final

static`

Don't use uninitialized objects.