

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.

- Properties are represented by variables
- Behavior is represented by functions

Create a class, instantiate it and use it.

- 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.