A class in Processing is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ have \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ about an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, but it is NOT the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. People use \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ as a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to build \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

A class is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ for the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. It has \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ that the computer uses to build objects. The class is NOT the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ itself.

A class in Processing has \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ parts:

a)

b)

c)

The following is an example of a class (label the parts):

class Dice {  
  
 int sideUp;  
 int numSides;  
  
 Dice() {  
 numSides = 6;  
 sideUp = roll();  
 }  
  
 void roll() {  
 sideUp = (int)(Math.random() \* numSides);  
 }  
  
 int getSideUp() {  
 return sideUp;  
 }  
}  
  
How do we get the computer to use a class to create an object? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

How do we get the object to do things? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_