

# High School Programming

**Lecture: 17** 

### **WELCOME TO**



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#### **Mahinur Rahaman Hridoy**

BSc in CSE, Diploma Software Developer

## Recap Previous Lecture

Methods and Method Overloading

## Agenda

- Class
- Objects
- Difference between class and objects
- Real Life Example of Classes

## Object Oriented Programming

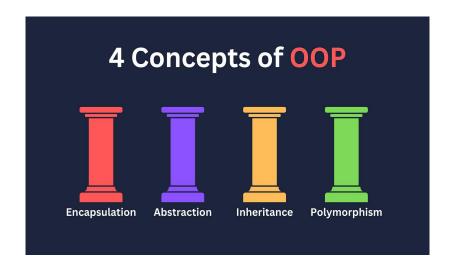
- -- A **class** is simply a user-defined data type that represents both state and behavior.
- -- In C#, a Class is composed of three things i.e. a name, attributes, and operations.

#### Types of Classes in C#:

- 1. Abstract Class
- 2. Partial class
- 3. Concrete class
- Sealed Class
- 5. Static Class

#### **Objects:**

-- A class is brought live by creating objects. An object can be considered as a thing that can perform activities. .

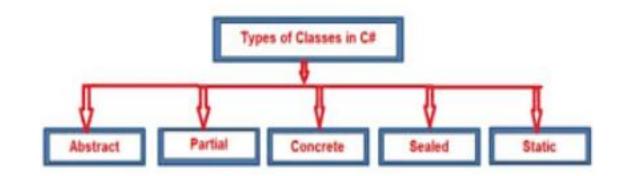


### Class and Objects

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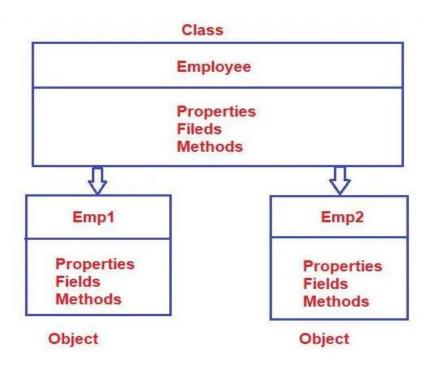


#### **Objects:**

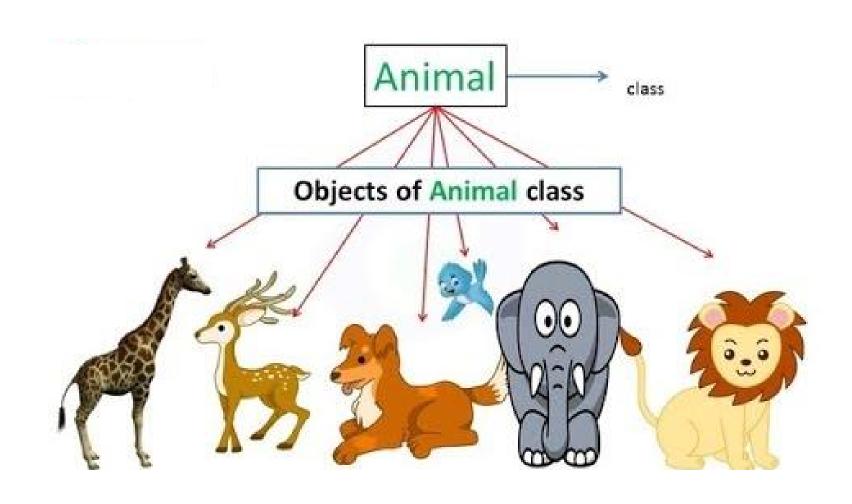
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### Difference between class and objects

- -- In C#, classes and objects are fundamental concepts in object-oriented programming (OOP).
- -- A Class is a template or blueprint for creating Objects, and every Object in C# must belong to a Class.



### Real Life Example of Classes



### **Useful Resource**









#### Contact Me

Phone +8801321869515

Website www.mrhridoy.me

Mail mrhridoy.me@gmail.com

Facebook Mahinur Rahaman Hridoy

#### **Thank You**