**Classes and Objects:**

**Classes allow you to specify and define your own data type on top of normal ones like strings, booleans etc**

* In Visual Studio 2019:
  + Open Solution Explorer,
  + Right click on the Project and **Add -> Class…**
  + Add name at the bottom
  + Name with a Capital letter to start and press Add
* Classes contain attributes and methods
* When defining objects (instances of a class blueprint), parameters are optionally passed in to define its attributes or other purpose, for the constructor to execute upon definition of the object.
* Objects, once created can then be then used in methods and code in the main program.

**Constructors:**

**Constructors are methods inside a class that are called whenever an object of that class is created. They can be used for anything, but commonly they are used to process data passed in describing new object instances of that class.**