CLASSES

→ Computer Prog ⟷ Mathematics

  ↳ functions .... functions

  ↳ variables .... variables

  ↳ class ⟵——————————— type | Type Theory

                                          (Algebra)

Properties
⌐ name
↳ value

Mug

(Mugs) | Class / type |

class

different objects

(noun) ⌐ property names — values
       ⌐
       ⌐
(verb) ⌐ methods

property ←→ characteristics

(can-move) → True
            → false

Container
have parts
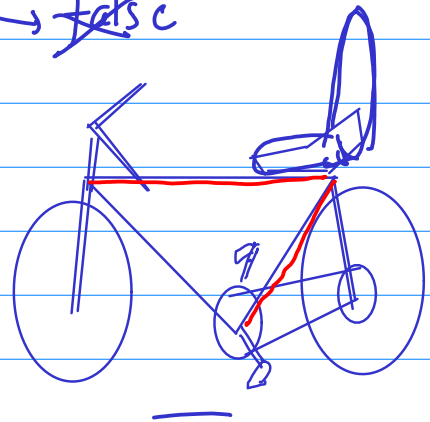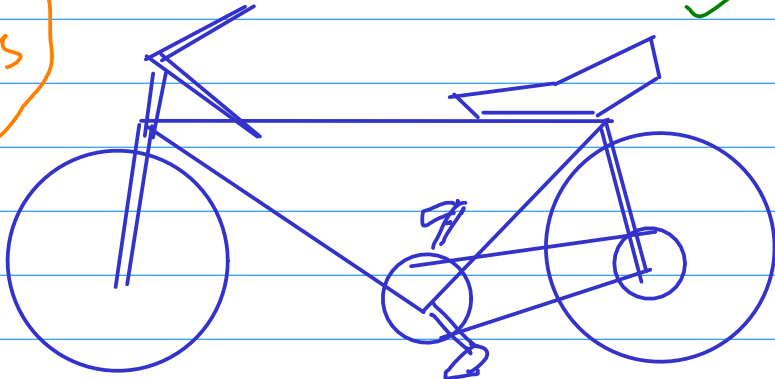

```
class Bike {

    constructor ( ) {
        this.color = "     ";
        this.size = 24;
        this.speed = 30;
        this.seatType = "arched";
    }
    :
    ;

}

    move ( ) {

    }

    turn ( ) {

    }
```

bike

Properties
                    ↓
                  names

move   > Color
turn
accel   > Size
decel   > Speed
brake   > SeatType
                  > Wheel diameter
            > Building Material

            > Model

← [class
    Definition]

```
brake ( ) {

}
};
```

class ≈ template of an
definition   object

---

var bike1 = new Bike( ); → calls the construct
                              -or
let → (this)

bike1.color = "red"; } changing the properties

bike1.move ( ); } calling a method

→ (red, 26", flat)

var bike2 = new Bike ( );
                        this
— bike2.color = "red"; → this
— bike2.size = 26;
— bike2.seatType = "flat";
```

```
Class   Bike {
    → Constructor ( c, sz, st ) {
        this. color = c;
        this. size  = sz;
        this. seatType = sf;

    };
```

```
Var  bike 2  =  new Bike ("red", 26, "flat");
```

```
Var  bike 2  =  new Bike ( );
    — bike2. color = "red";
    — bike2. size  = 26;
    — bike 2. seatType = "flat";
```