```
Where in a function we can call the string which is declared as,
String a="surfboard";
String b="payments";
Function getfunction(a,b)
{
C=a+b;
}
Blueprint: Blueprint is the layout of an image. In that layout we can include properties and actions.
Class: class is an instance of object.
For example, A dog which has the properties like gender, breed,name,color,age.
We can include these properties in a class as follows:
Class Dog {
String name;
String gender;
Int age;
}
In the above example name, gender and age are the blueprint of the class Dog;
We can call the function using
Dog Dog1=Dog ("tommy","female","1");
We can call the function using the class and assigns the value as
Dog1.name;
Likewise,
Dog2.name;
Constructor: Without using the function we can call the class using constructor.
Example:
A dog has a properties like name, gender, age and a dog which barks, eats, sleeps, plays are all
actions.
Class Dog
{
String name;
```

Discussed about previous day topic in function.

```
String gender;
Int age;
}
Dog(name,gender,age)
{
Name=name;
Gender=gender;
Age=age;
}
//constructor which calls the class name.
Void barks()
{
Print("barking");
}
Dog1.name;
Dog2.gender;
Dog3.age;
//A class which calls the properties.
Class: A class has two attributes:
1.has something
2.does something
Has something that includes the properties.
Example: A dog has name, age, gender as its properties.
```

Example: A dog which do harking sleening playing eating these are all some a

Does something which performs some action.

Example: A dog which do barking, sleeping, playing, eating. these are all some actions in which a dog can do.

Done a task on flexbox where a webpage which contains fifteen flex boxes in it.each row contains three flexbox in that each flexbox contains one image on it and that scrolls.

Html page:

```
### Check Control | Contro
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Css page:

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Output:

