

Lets create a class

Swift Class

```
class Shape {  
  
    func init(name: String)  
    self.name = name  
  
    func What_am_I() -> String {  
        print("I am a \(self.name)")  
        return self.name  
    }  
}  
  
//main program  
  
var circle = Shape(name: "Circle")  
circle.What_am_I()  
  
var square = Shape(name: "Square")  
square.What_am_I()  
  
//notice how each variable maintains its own data
```