**Object Blueprint (Class)**

We can create object blueprint using the classes.

There are two ways of creating a class.

**1.Class declaration**

class class\_name{}

**2.Class Expression**

const class\_name = class {}

Both are valid, you can use any of them.

**Declaring Object Properties**

In normal programming you first declare properties of object inside class but in js you can’t do as you are not able use *let* and *var* inside class.

So you have to constructor for that purpose.

Note: You can use *let* and *var* inside the constructor.

Constructor