

1. what is a class? what is it good for?

2. what is an instance?

3. how do we create a new instance?

4. create a class called Circle

properties: double radius

function: void printSize

* etgar: print the actual size

now create 2 circles: one with radius of 5.4 and a second circle with radius 8.7

call printSize for each circle you created

5. create a class called Person

properties:

string id

int yearOfBirth

string address

function:

void sayHello

void printHowOldAmI()

void printAddress()

* etgar: print the actual data ...

now create a person for yourself and set the correct data, then call the functions