

## Classes and Objects

A Class is like an object constructor(建構子), or a "blueprint"(藍圖) for creating objects.

### Create a Class

To create a class, use the class keyword and create a class named "Clothes" with a variable color:

#### Example

```
class Clothes:
{
    String color = "blue";
}
```

When a variable is declared directly in a class, it is often referred to as a field (or attribute).

[Note] field or attribute 稱作屬性

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### Multiple Objects

You can create multiple objects of one class:

#### Example

Create two objects of Clothes:

```
class Clothes
{
    String color = "yellow";

    public static void main(String[] args)
    {
        Clothes myClothes1 = new Clothes();
        Clothes myClothes2 = new Clothes();

        System.out.println(myClothes1.color);
        System.out.println(myClothes2.color);
    }
}
```

## Using Multiple Classes

This is often used for better organization of classes (one class has all the fields and methods, while the other class holds the Main() method which there are programming codes to be executed.)

### Example

```
class Clothes
{
    String color = "yellow";
}

class Program
{
    public static void main(String[] args)
    {
        Clothes myClothes = new Clothes();
        System.out.println(myClothes.color);
    }
}
```