PPT Presentation By

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Class and Object Concepts With Real World Examples

Class:

If we talking about the class in any language, a class is just a user define data type used to represent the relation between the data and functions or methods.

A class can have many things like variable, function properties. In another way, we can say that class is a block of code where we can define the state and behaviour of objects, function, and variables.

- A class can be declared using following access specifier which limits the accessibility of classes to other classes.

- Public
- Private
- Protected
- Internal
- Protected internal
- **Public class**

  Public class Classname { ….}

  If we define a class as public, then it's accessed from anywhere. This type of class can be accessible from the same assembly, as well from another assembly which references it.

- **Private class**

  Private class Classname {.....}

  The scope of accessibility is within the same class. Outside the class, they are not accessible.

  Protected class

  Protected class Classname {...}

  Accessibility is within the class as well as the class which is derived from it.
  Internal class

  Internal class Classname{...}

  These classes are accessible within the same assembly and not from outside the assembly (dll)
  Protected Internal

  Protected internal Classname{...}

By default class is internal
Member of the class will be private

Syntax :

```
Class class name
{
     Statements;
    ----------------
    ------------------
}
```

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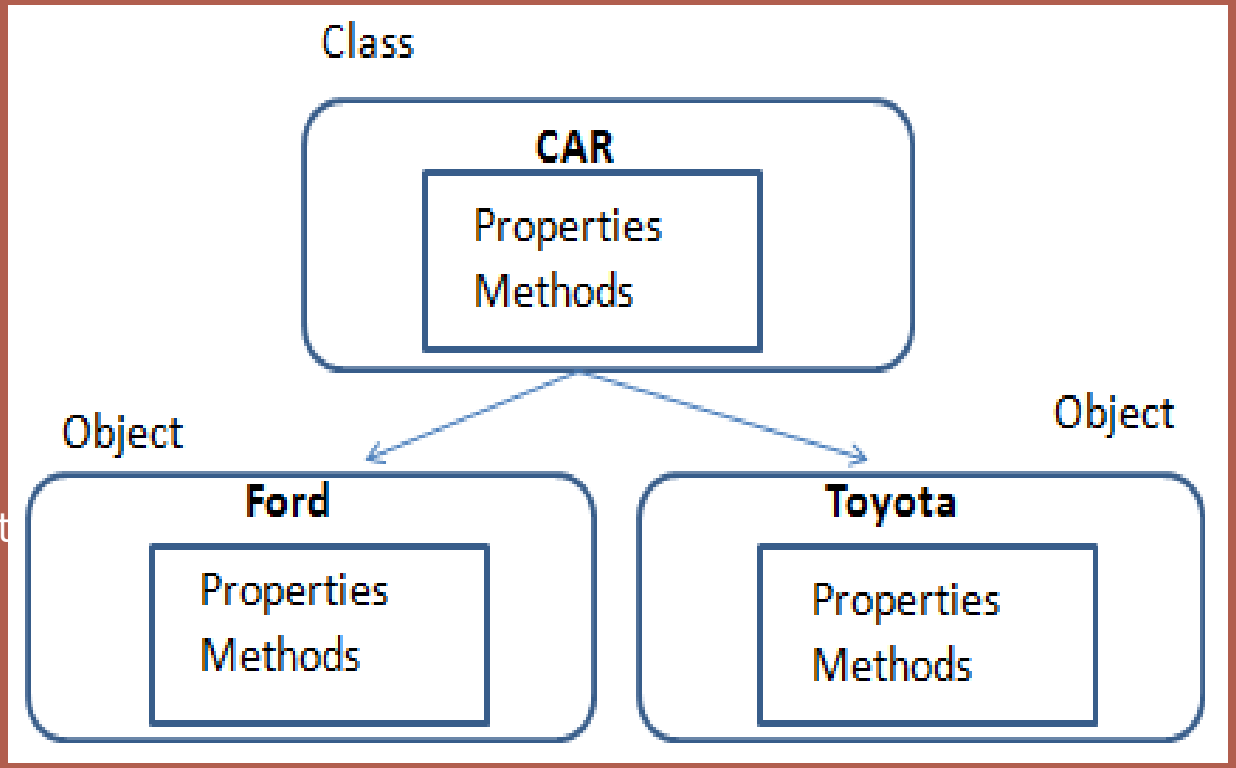
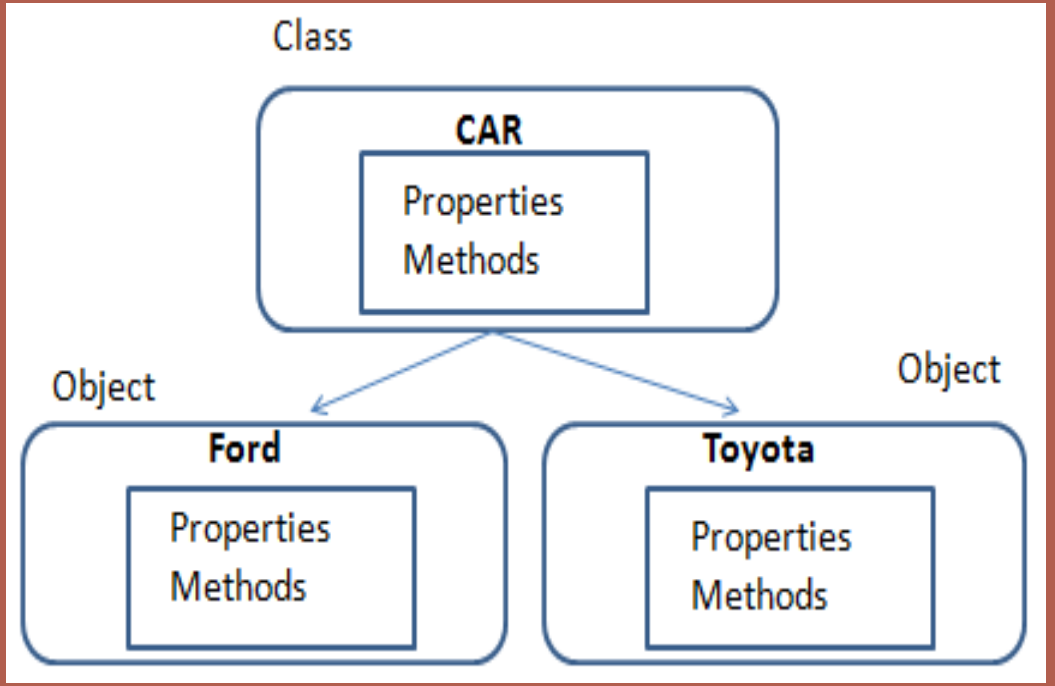


Object:

- An object is basically an instance of the class. It allocated the memory to access the member of the class. An object is a real-time entity.
- If we want to access the class member we need to create an object of that particular class.
- In the below example, we take ‘Employee’ as a class then ‘emp’ are the object.

An object consists of :

- **State:** It is represented by attributes of an object. It also reflects the properties of an object.
- **Behavior:** It is represented by methods of an object. It also reflects the response of an object with other objects.
- **Identity:** It gives a unique name to an object and enables one object to interact with other objects.



Syntax:

- ClassName objectname=new ClassName();