

# Class

A class is metadata around a type or multiple types. A class can have properties and methods. Imagine a Person class, a property of this class could be “age” while a method could be “run”. Classes can either be abstract or concrete. Classes can then be instantiated in order to create objects. An object is therefore a copy of that class in memory and can be individually modified.

Further reading:

- [Dart Classes and Object - Javatpoint](#)
- [Dart Programming - Classes - Tutorialspoint](#)
- [Language samples - dart.dev](#)
- [Dart - Classes And Objects - GeeksforGeeks](#)
- [Dart Class - TutorialKart](#)



## Examples

```
1  /*
2  this is an example of a class with 3 properties namely
3  age, address and name. here the properties are final
4  meaning that their values cannot be changed after being
5  assigned to. the class also has a constructor with
6  the prefix of const
7  */
8  class Person {
9      final String name;
10     final String address;
11     final int age;
12     const Person(this.name, this.address, this.age);
13 }
```