Declaration and Implementation

In this lesson, you will learn about the declaration and implementation details of a class.

The written code of a class and its attributes are known as the **definition** or **implementation** of the class.

Declaration

In Java, we define classes in the following way:

```
class ClassName { // Class name

  /* All member variables
  and methods*/

}
```

The `class` command tells the compiler that we are creating our custom class. All the members of the class will be defined within the class scope.

Creating a Class Object

The name of the class, `ClassName,` will be used to create an instance of the class in our main program. We can create an object of a class by using the keyword `new` :
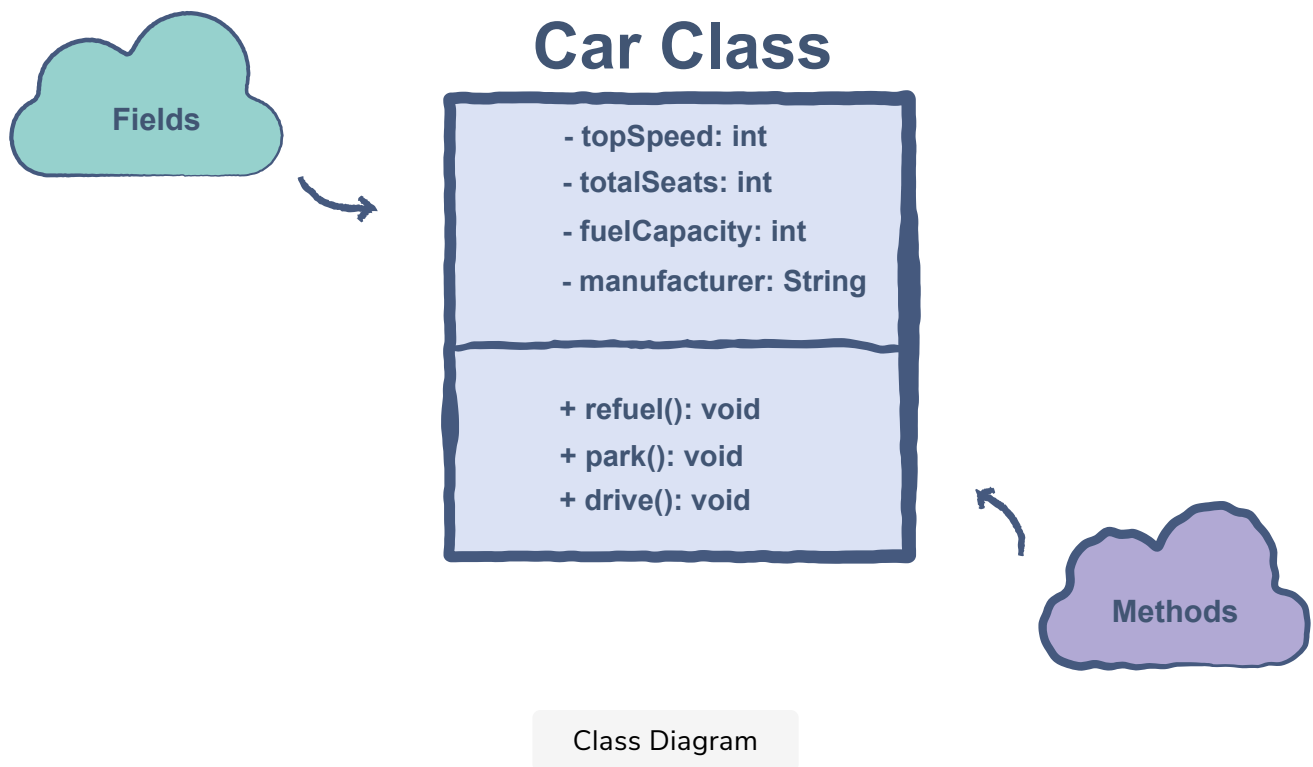
```
class ClassName { // Class name
  ...
```

```
    // Main method
    public static void main(String args[]) {
    ClassName obj = new ClassName(); // className object


    }
}
```

Implementation of Car Class

Let's implement the `Car` class illustrated below:

Car Class

Fields

- topSpeed: int
- totalSeats: int
- fuelCapacity: int
- manufacturer: String

+ refuel(): void
+ park(): void
+ drive(): void

Methods

Class Diagram

```
class Car { // Class name

  // Class Data members
  int topSpeed;
  int totalSeats;
  int fuelCapacity;
  String manufacturer;

  // Class Methods

  void refuel();
  void park();
  void drive();

}
```

We've seen the structure of a class and the basic skeleton of a `Car` class. In the next lesson, we build upon this by introducing the concept of access modifiers.