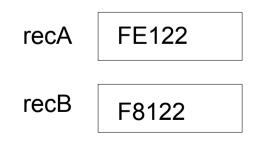# Class Members

What is Class?

- A class is a construct used as a blueprint to create new objects.

- The class (blueprint) includes attributes and methods known as the class members.

  Each object instantiated from a class includes the attributes that class has. Each one of the methods defined within a class can be called on each one of the objects instantiated from it.
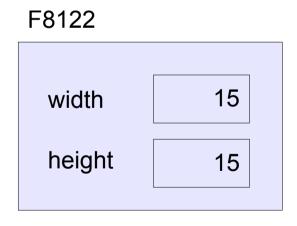
Class Attributes

FE122

Rectangle
+width: double
+height: double
+Rectangle()
+Rectangle(widthVal: double, heightVal: double)
+area(): double
+perimeter(): double

FE122

width	10
height	20

```
Rectangle recA, recB;
recA = new Rectangle(10,20);
recB = new Rectangle(15,15);
```

F8122

width	15
height	15

recA FE122

recB F8122

Class Operations

FE122

Rectangle
+ width: double + height: double
+ Rectangle() + Rectangle(widthVal: double, heightVal: double) + area(): double + perimeter(): double

FE122

width	10
height	20

```
Rectangle recA, recB;
recA = new Rectangle(10,20);
recB = new Rectangle(15,15);
areaA = recA.area();
areaB = recB.area();
```

F8122

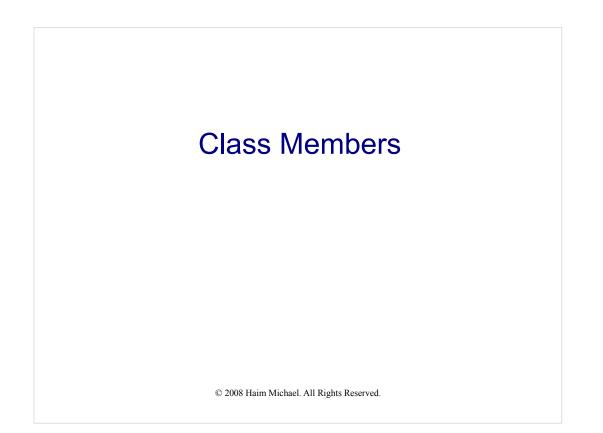|	
width	15
height	15

recA	FE122

areaA	200

recB	F8122

areaB	225

Class Members

What is Class?

- A class is a construct used as a blueprint to create new objects.

- The class (blueprint) includes attributes and methods known as the class members.

  Each object instantiated from a class includes the attributes that class has. Each one of the methods defined within a class can be called on each one of the objects instantiated from it.

Class Attributes

FE122

Rectangle
+ width: double + height: double
+ Rectangle() + Rectangle(widthVal: double, heightVal: double) + area(): double + perimeter(): double

| width | 10 |
| height | 20 |

```
Rectangle recA, recB;
recA = new Rectangle(10,20);
recB = new Rectangle(15,15);
```

F8122

| width | 15 |
| height | 15 |

| recA | FE122 |

| recB | F8122 |

Class Operations

FE122

Rectangle
+width: double +height: double
+Rectangle() +Rectangle(widthVal: double, heightVal: double) +area(): double +perimeter(): double

width	10
height	20

```
Rectangle recA, recB;
recA = new Rectangle(10,20);
recB = new Rectangle(15,15);
areaA = recA.area();
areaB = recB.area();
```

F8122

width	15
height	15

recA	FE122

areaA	200

recB	F8122

areaB	225

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