

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

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

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

recA

recB

FE122

width	<input type="text" value="10"/>
height	<input type="text" value="20"/>

F8122

width	<input type="text" value="15"/>
height	<input type="text" value="15"/>

Class Operations

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	255