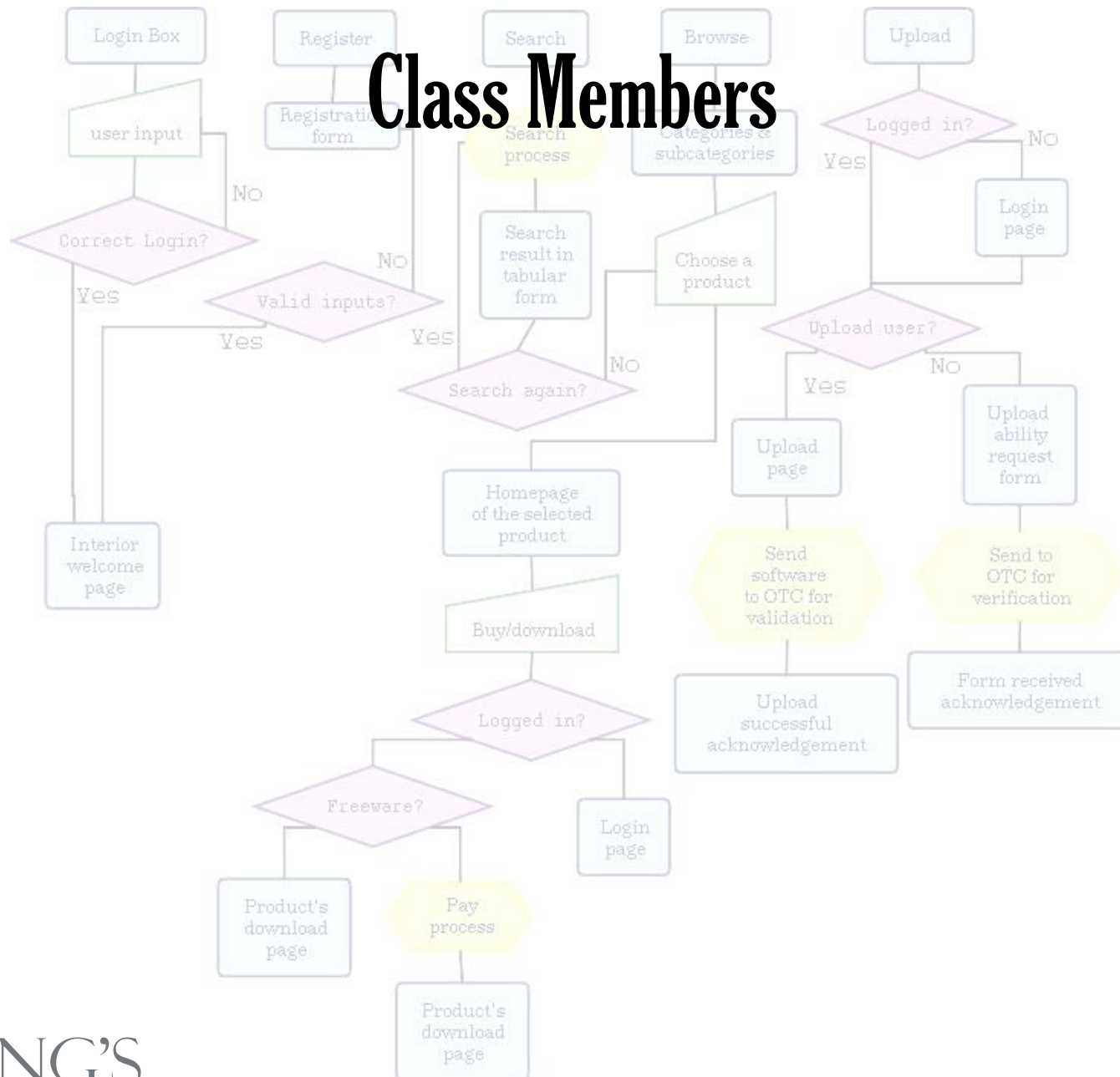


Welcome back to Software Development!

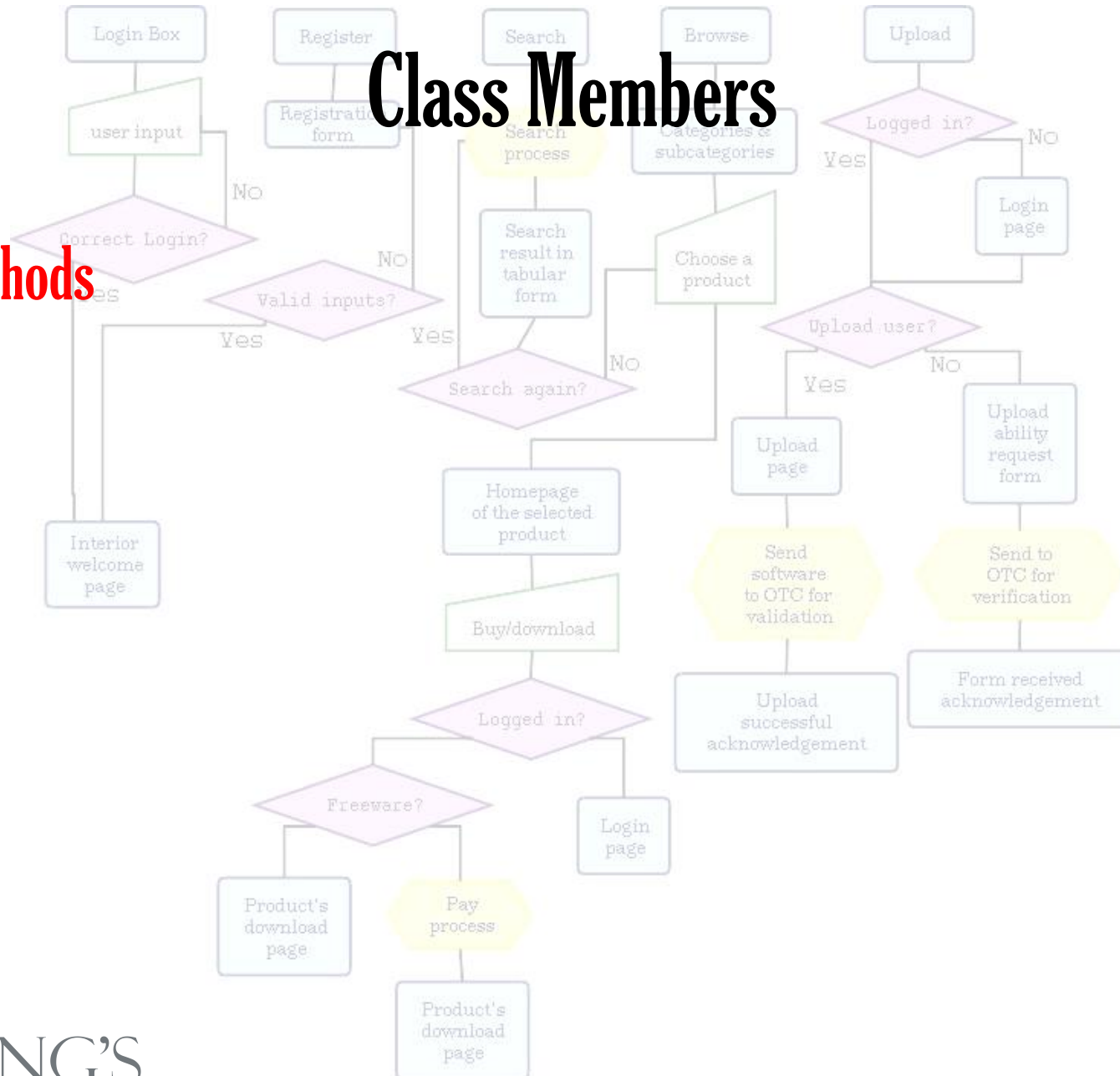


Class Members



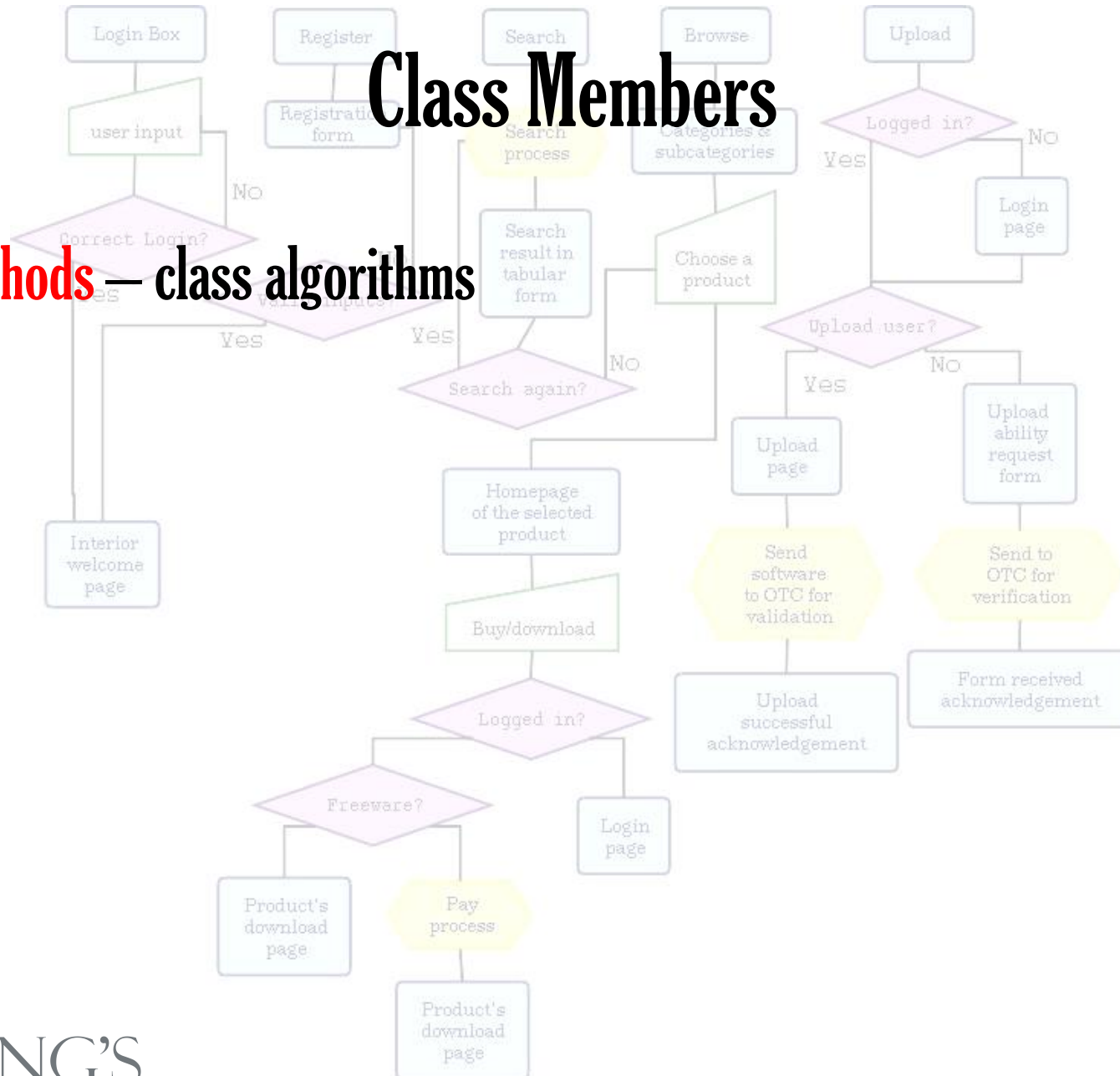
Class Members

- Methods



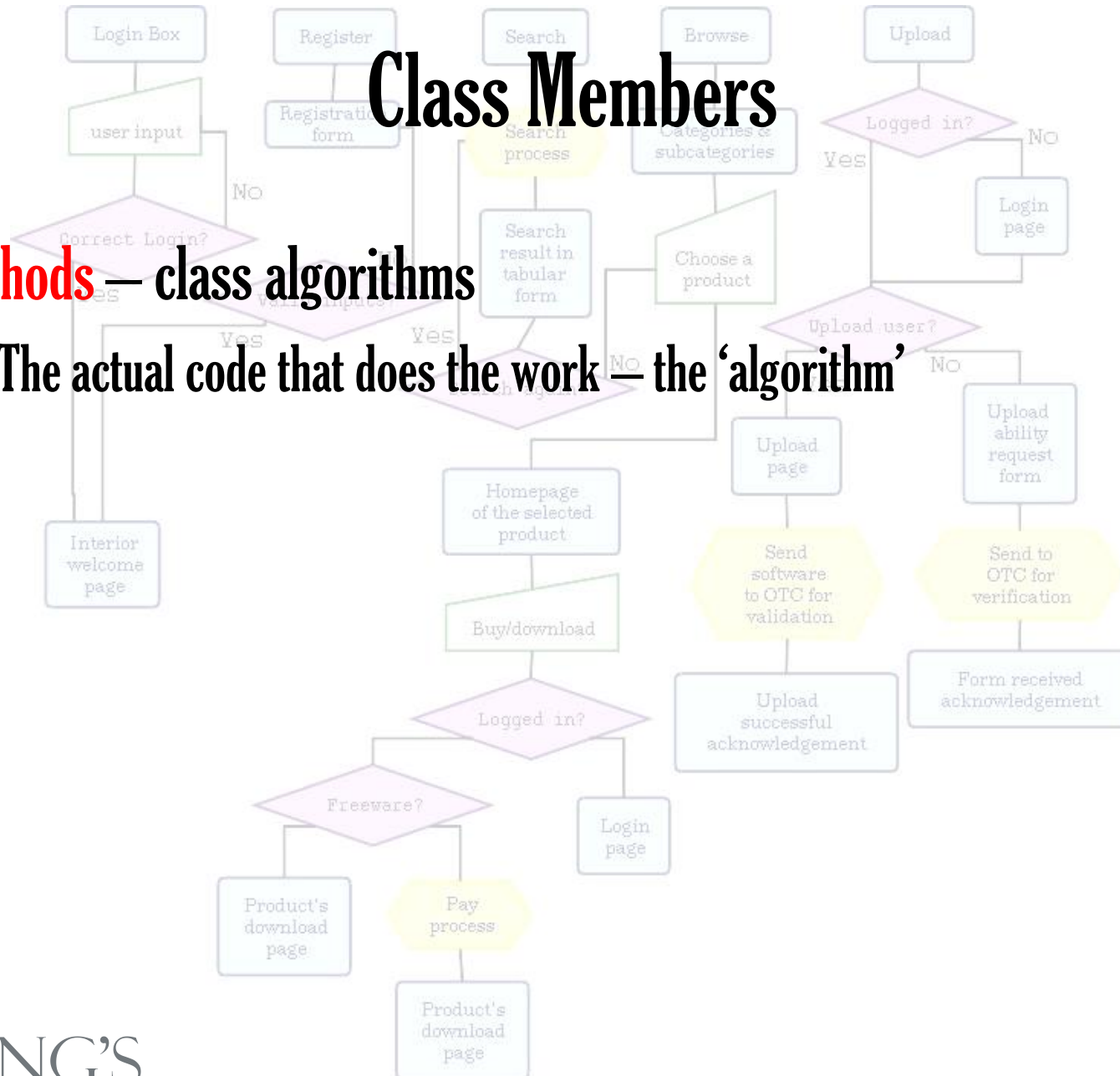
Class Members

- **Methods** — class algorithms



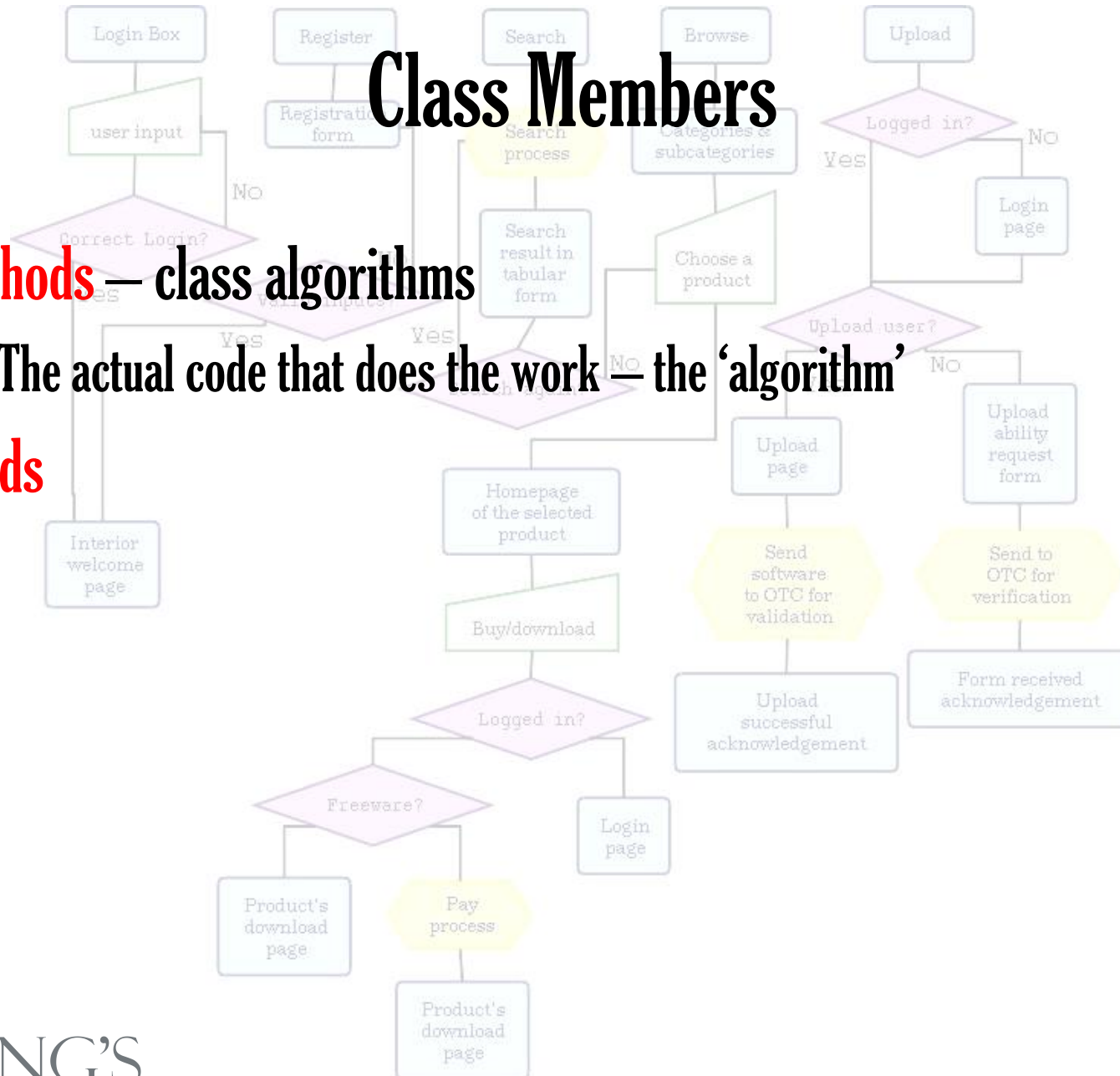
Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’



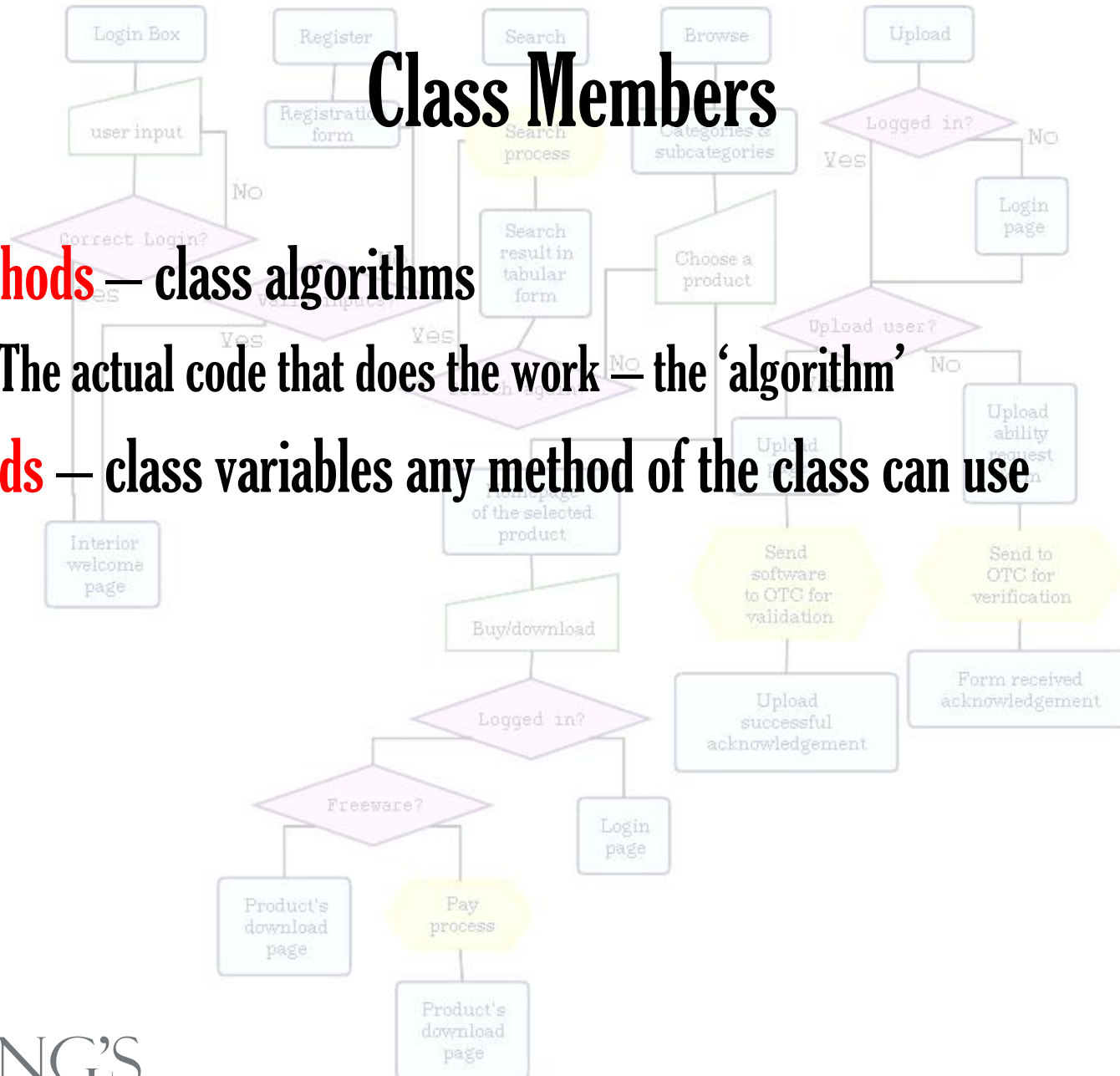
Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields**



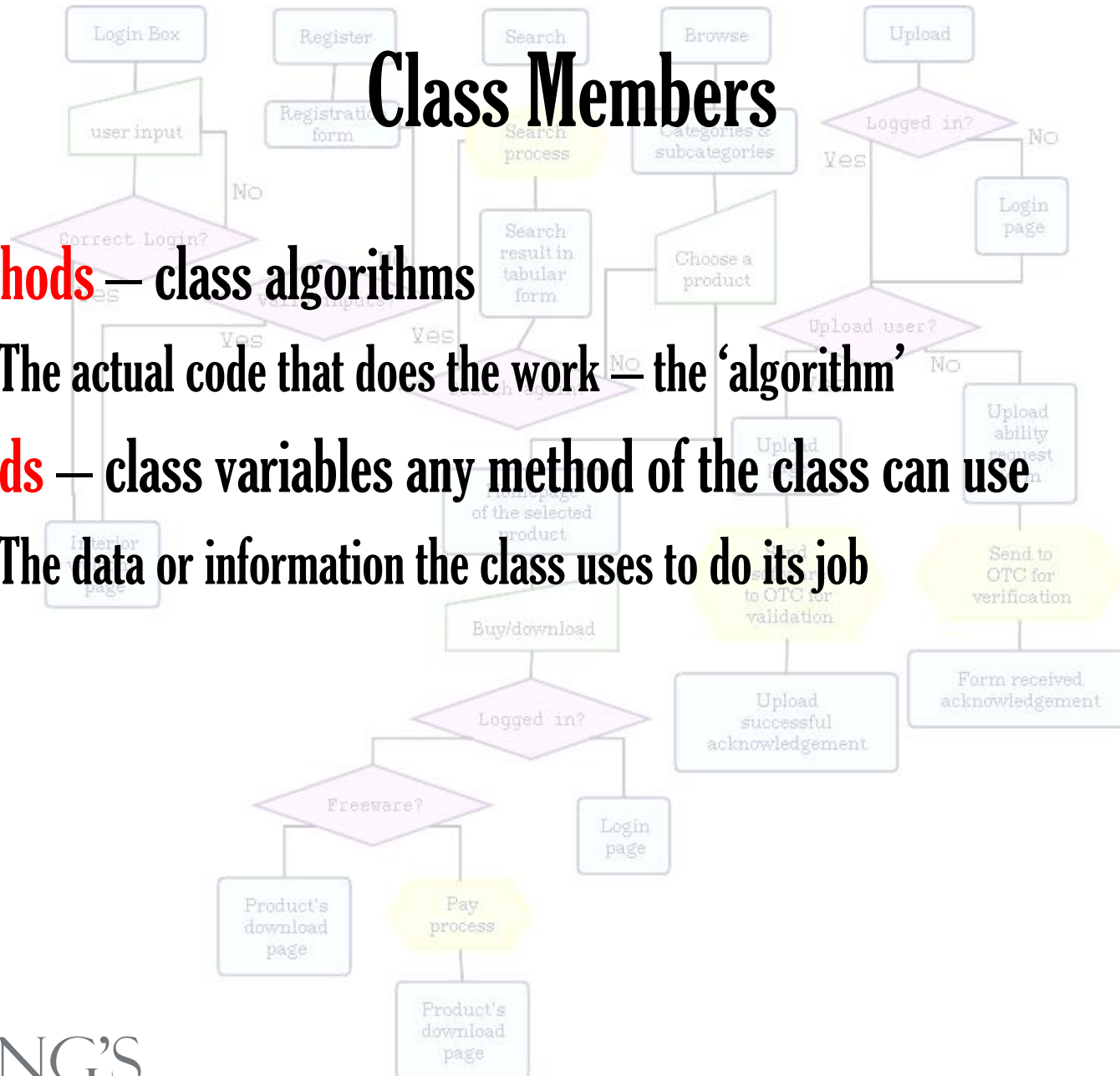
Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields** — class variables any method of the class can use



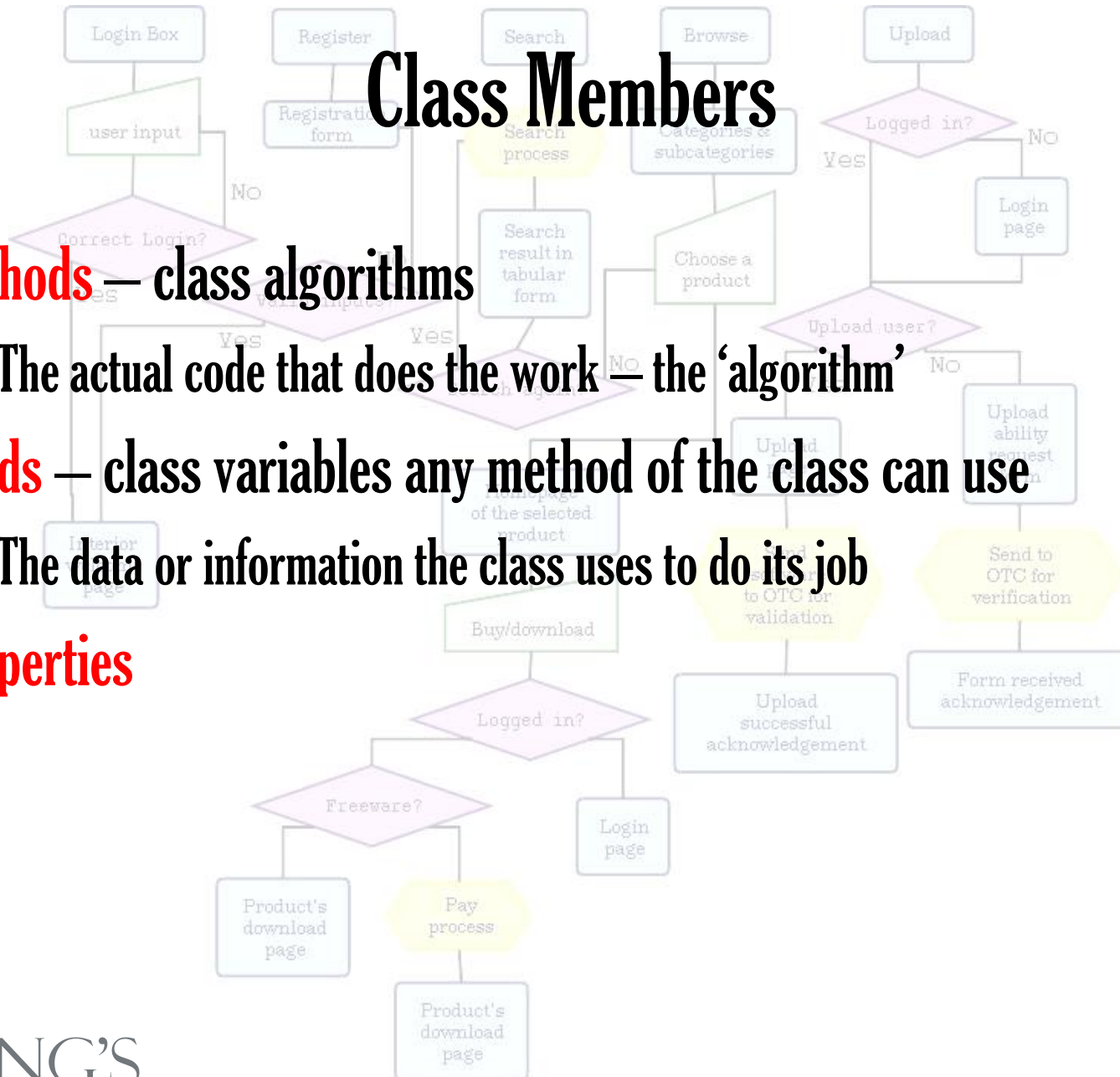
Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields** — class variables any method of the class can use
 - The data or information the class uses to do its job



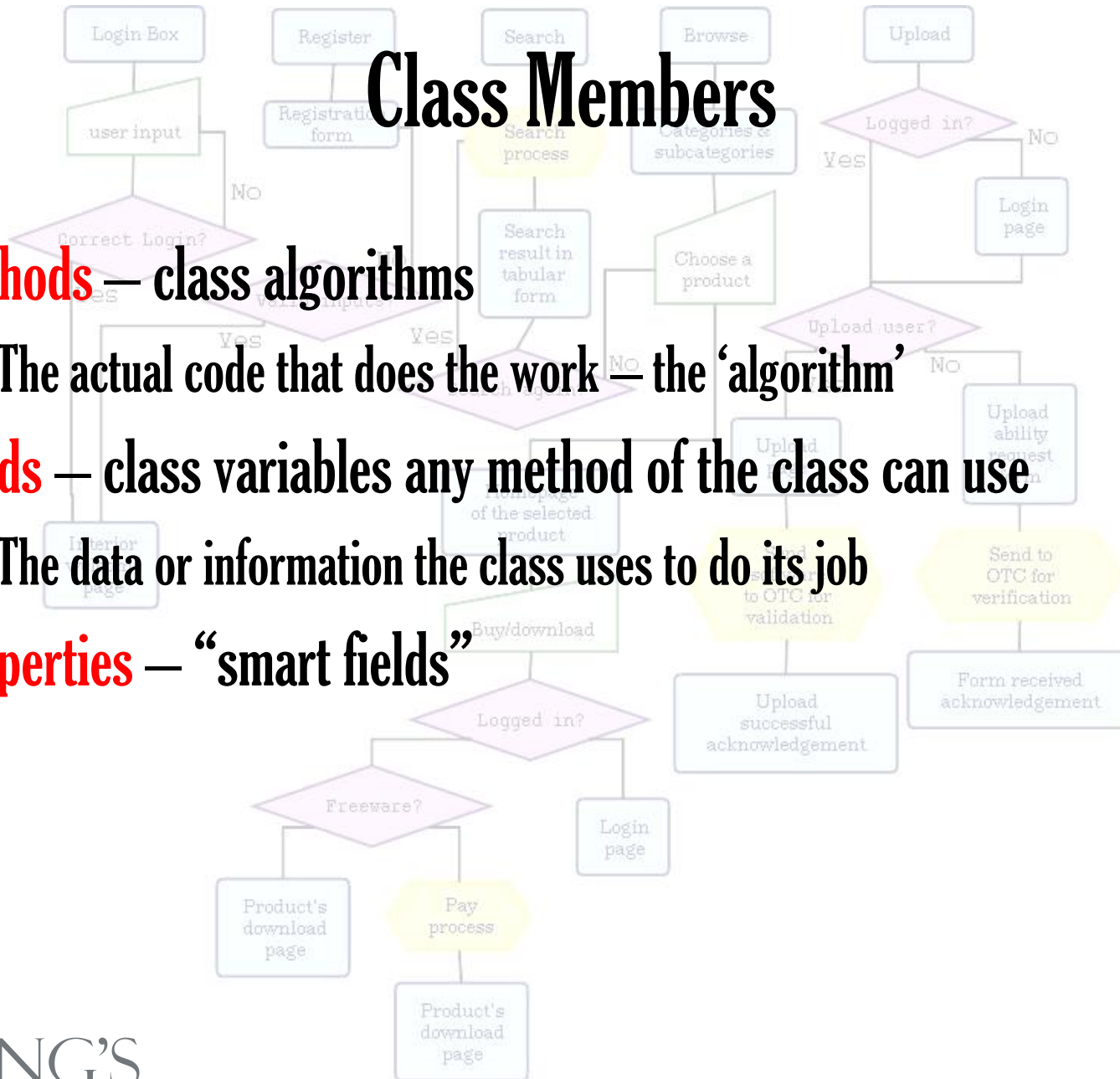
Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields** — class variables any method of the class can use
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- **Properties**



Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields** — class variables any method of the class can use
 - The data or information the class uses to do its job
- **Properties** — “smart fields”



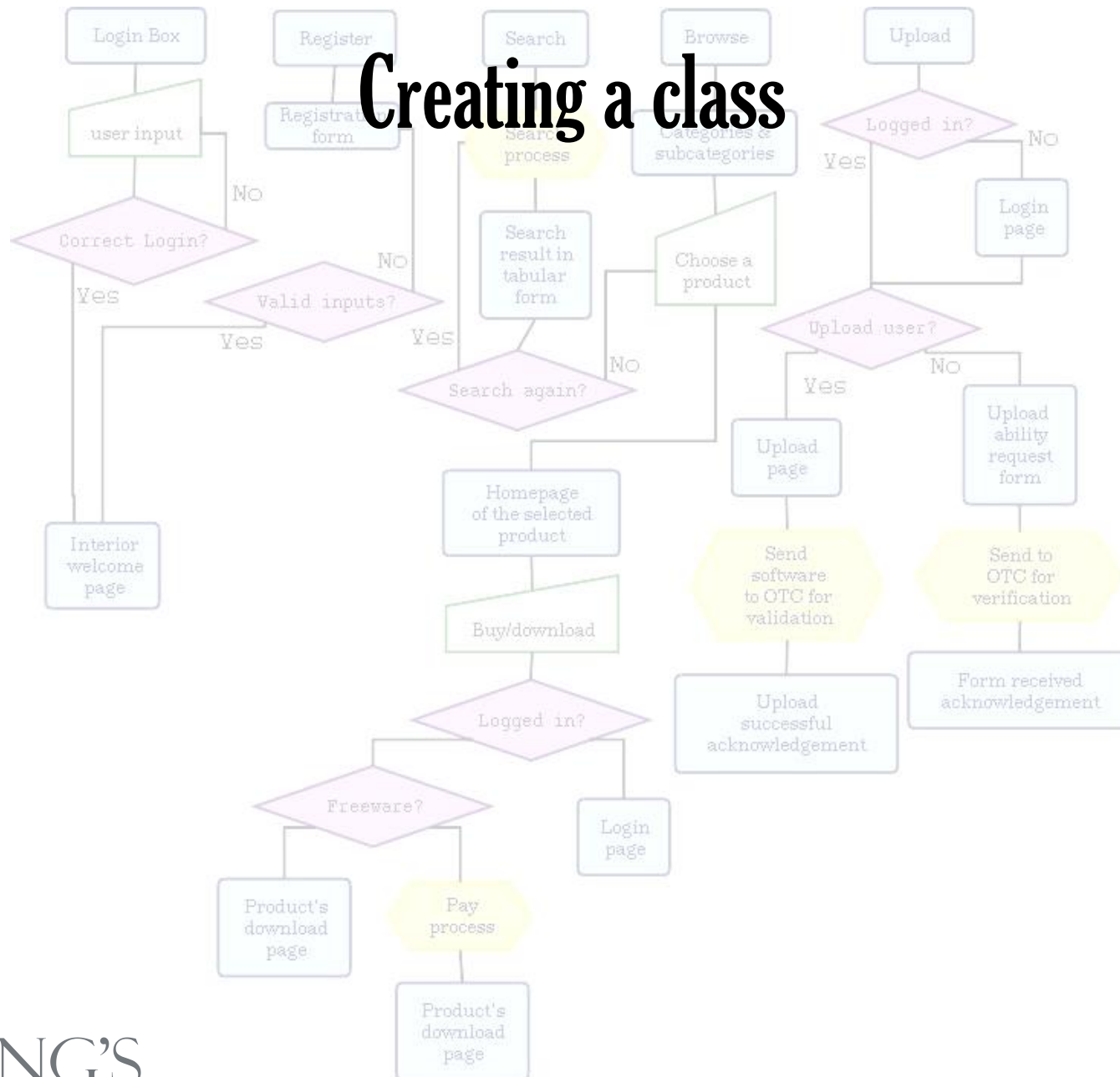
Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields** — class variables any method of the class can use
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- **Properties** — “smart fields”
 - Methods that look like fields...you can use them almost like variables

Class Members

- **Methods** — class algorithms
 - The actual code that does the work — the ‘algorithm’
- **Fields** — class variables any method of the class can use
 - The data or information the class uses to do its job
- **Properties** — “smart fields”
 - Methods that look like fields...you can use them almost like variables
 - They “protect” the class variables (fields)

Creating a class



Creating a class

class nameOfClass

{

}

Field

Method

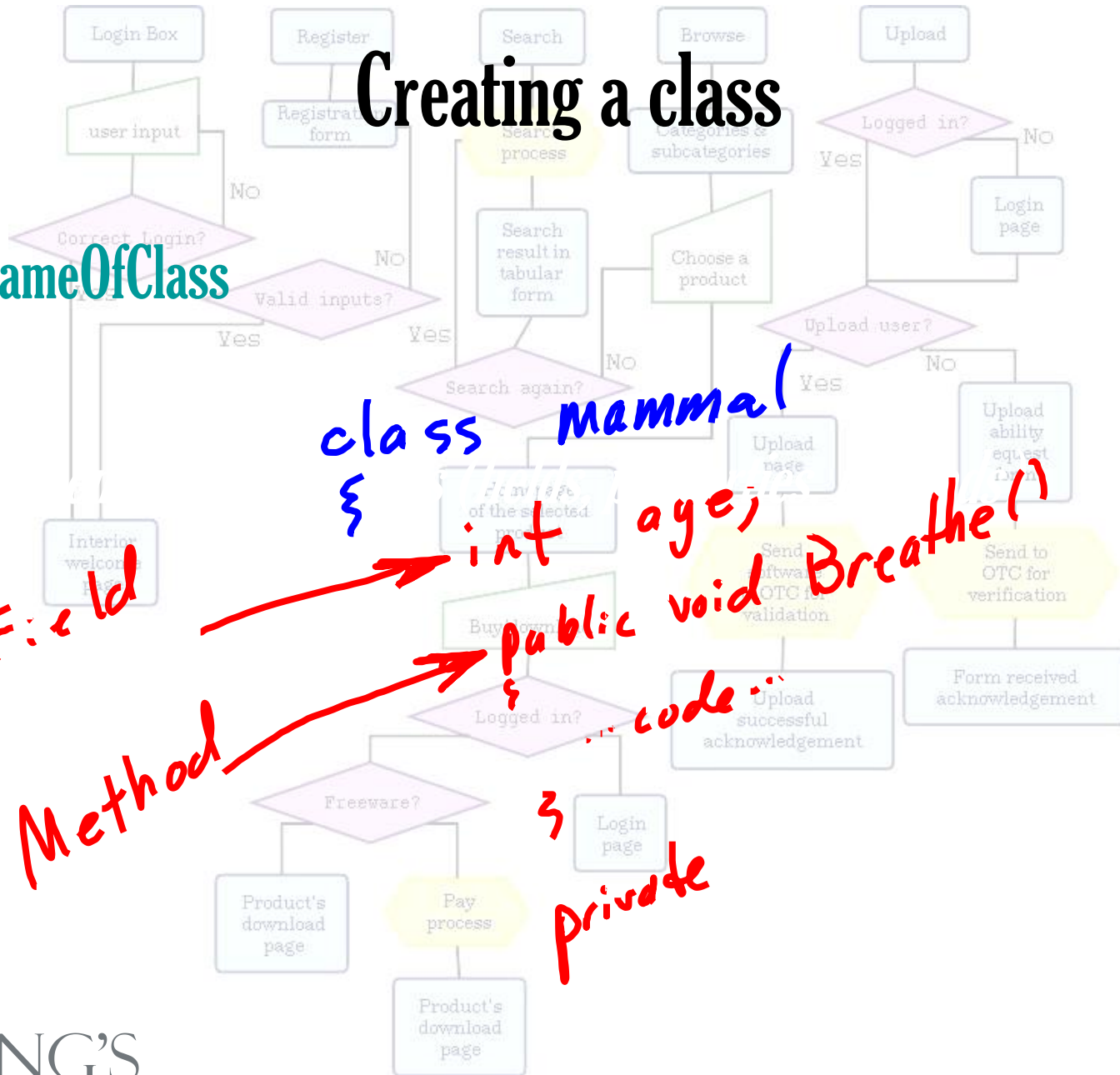
class

mammal

int age;

public void Breathe()

private



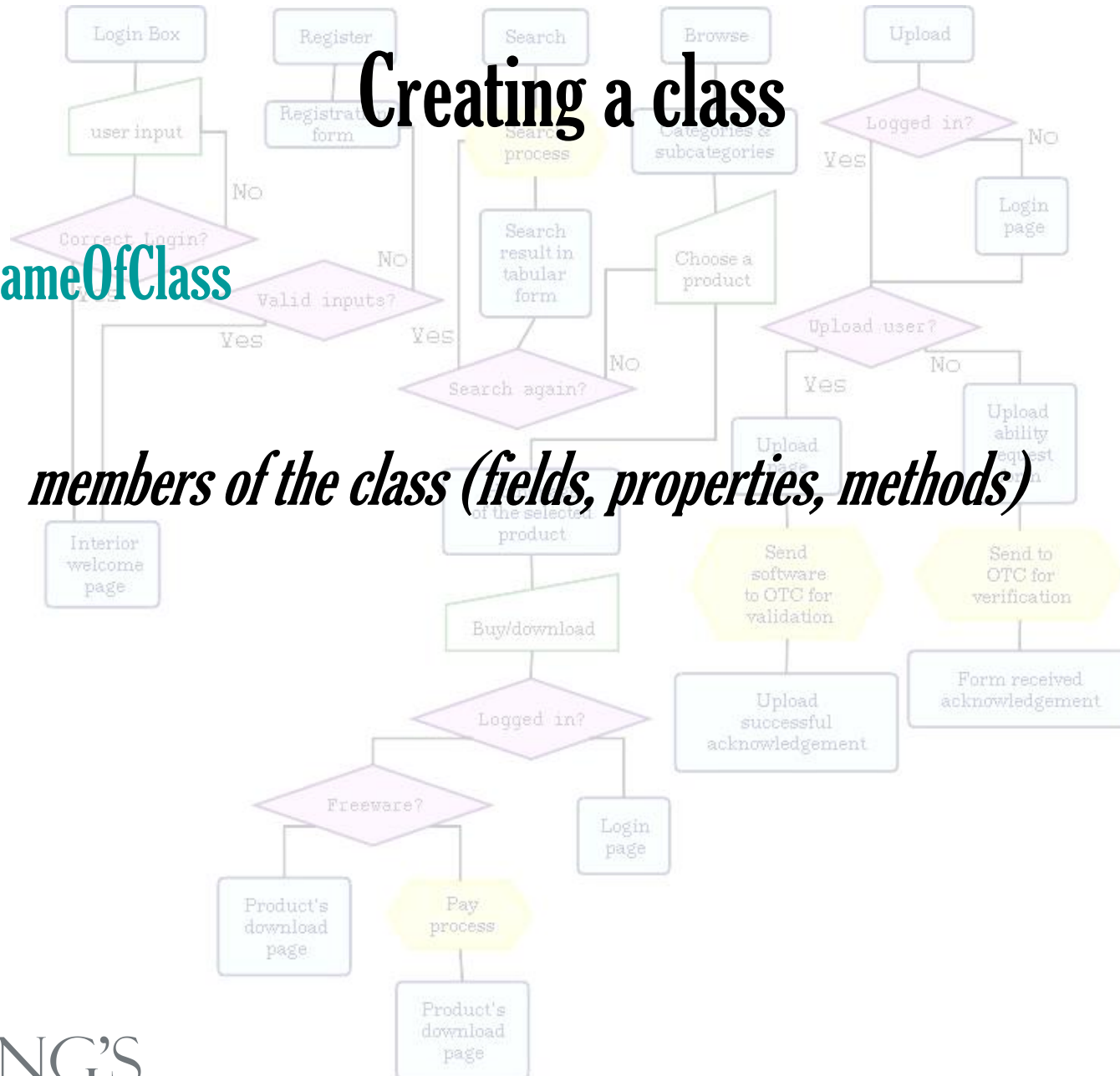
Creating a class

class nameOfClass

{

members of the class (fields, properties, methods)

}

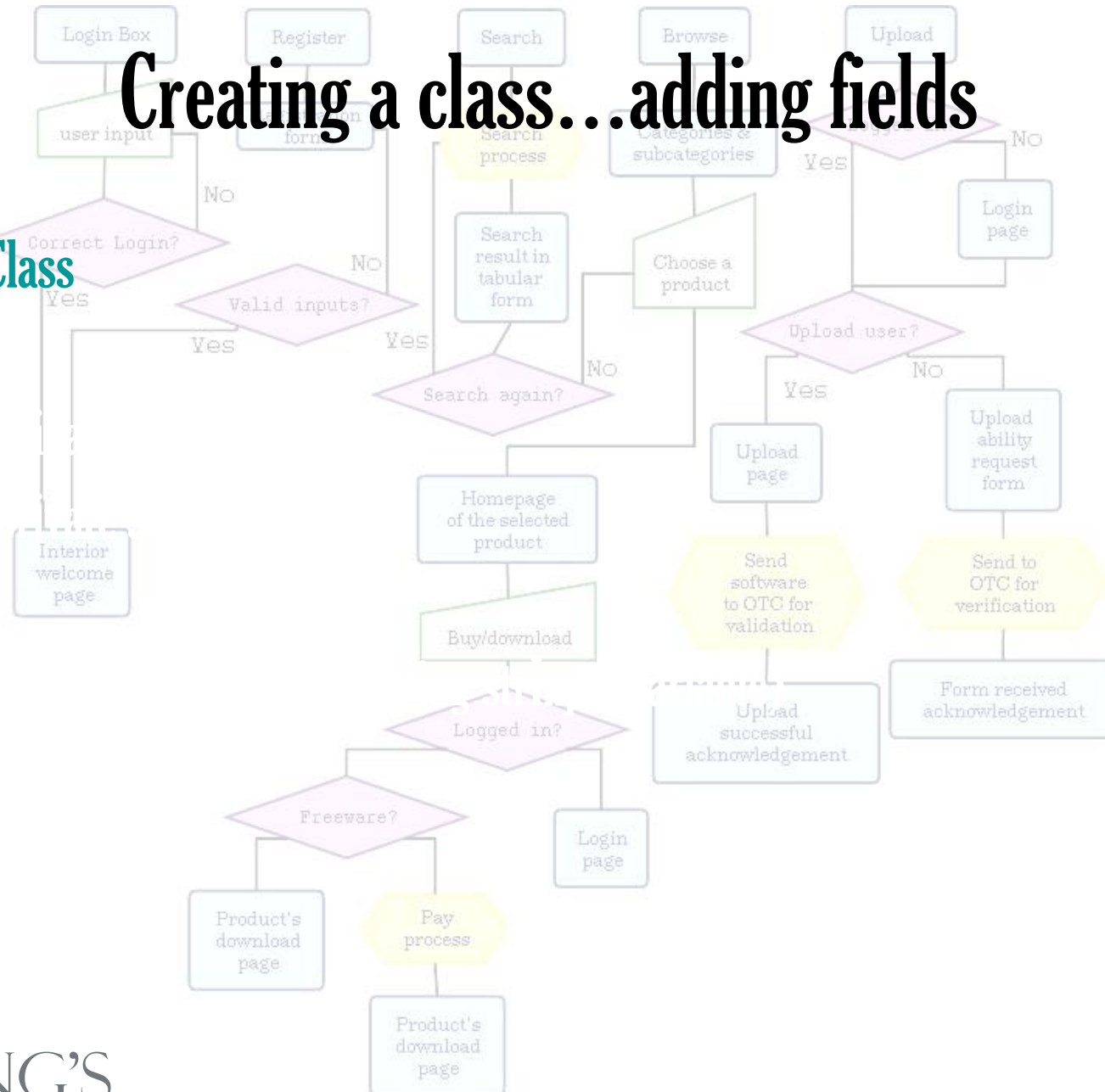


Creating a class...adding fields

class MyClass

{

}



Creating a class...adding fields

class MyClass

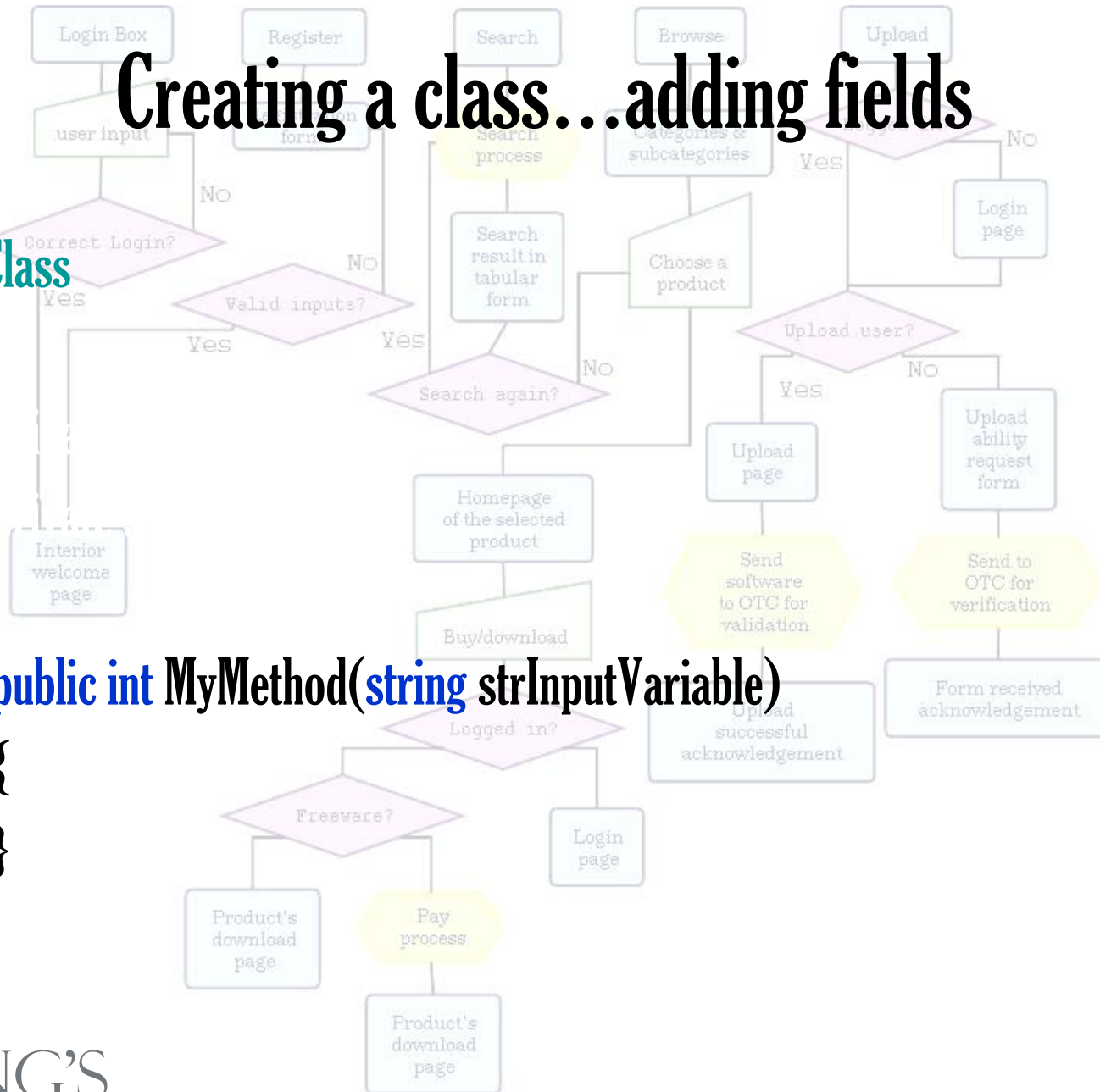
{

public int MyMethod(string strInputVariable)

{

}

}



Creating a class...adding fields

```
class MyClass
```

```
{
```

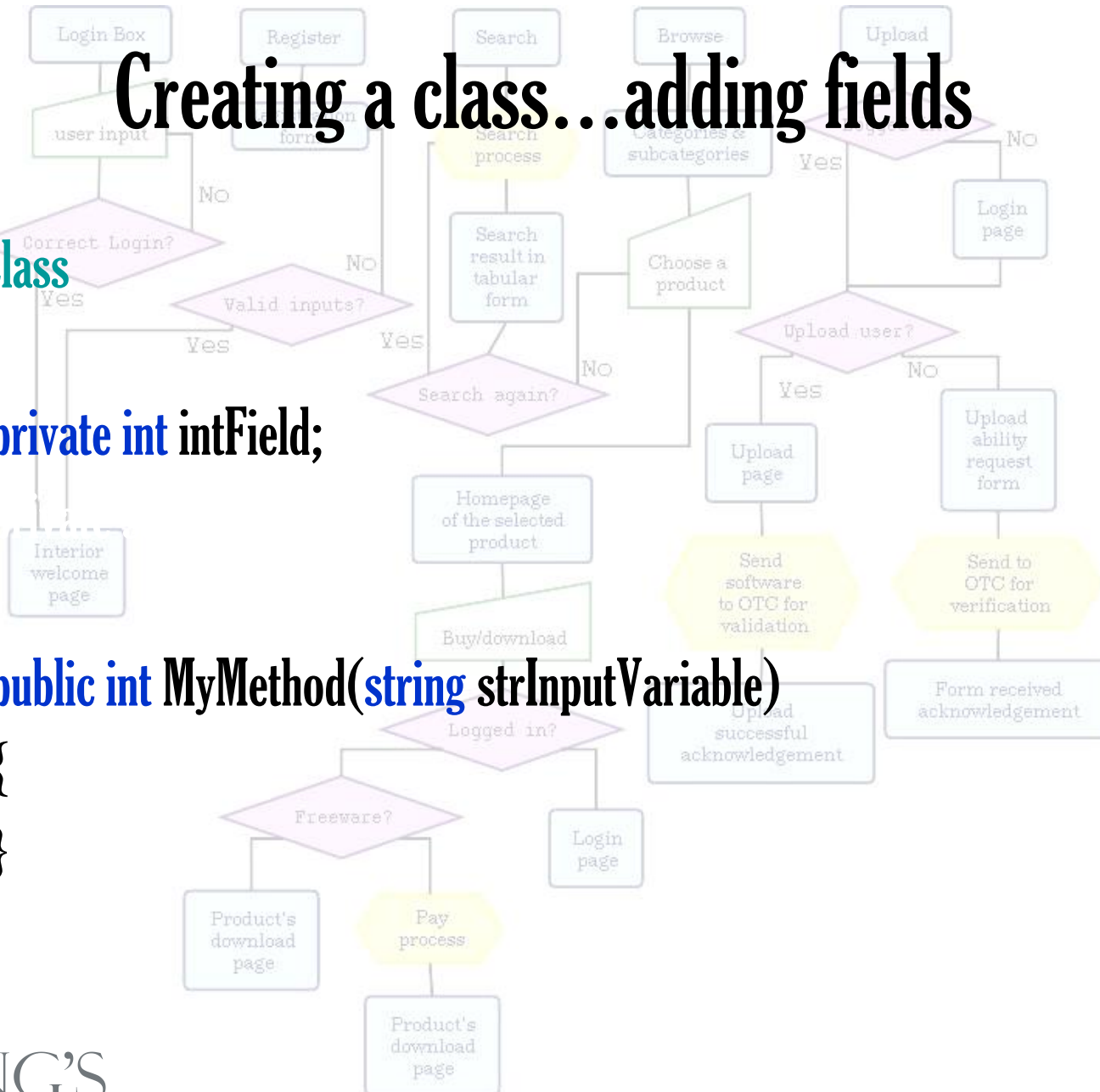
```
    private int intField;
```

```
    public int MyMethod(string strInputVariable)
```

```
    {
```

```
    }
```

```
}
```



Creating a class...adding fields

```
class MyClass
```

```
{
```

```
    private int intField;
```

```
    private string strField;
```

```
    public int MyMethod(string strInputVariable)
```

```
    {
```

```
    }
```

```
}
```

