

Class

Class is a blueprint from which objects are created

When we create Class then we have to find out what are things that the Class knew or what are the things that class can do

The things that class knew are called the instant variables

The things that class can do are called the methods.

Variables

Variables are like the a cup that holds something.

Variables are used to store the information.

There are three types of variables.

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Data types define what type of data the variable can store.



By **Mariam**
cheatography.com/mariam/

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Page 1 of 1.

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