LESSON 16 NOTES

CLASS:
- Named collection of fields or properties that hold data values, and the methods that operate on those values
- A blueprint from which objects are created
- A data type

ANATOMY/SKELETON OF A CLASS

1) Instance variables (are only declared, not initialized)

2) The “constructor”
   a. *Instantiates an object of the class* (i.e.: `new String()` *calls the constructor of the String class*)
   b. “Constructs” a new object
   c. *Initializes variables of class*

3) Methods of class (services that the class provides)

“Get” and “Set” methods:
Allow for the modification (set) or retrieval (get) of the values of private instance variables from outside of a class.

The `toString()` method
Allows the user to print out relevant information about an object by simply printing the object reference variable.