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# Class

In object-oriented programming, a class is an extensible program-code-template for creating objects, providing initial values for state (member variables) and implementations of behavior (member functions or methods).

Snippet from [Wikipedia](#): **Class (computer programming)**

In object-oriented programming, a **class** is an extensible program-code-template for creating objects, providing initial values for state (member variables) and implementations of behavior (member functions or methods).

When an object is created by a constructor of the class, the resulting object is called an **instance** of the class, and the member variables specific to the object are called *instance variables*, to contrast with the *class variables* shared across the class.

In certain languages, classes are, as a matter of fact, only a compile time feature (new classes cannot be declared at run-time), while in other languages classes are first-class citizens, and are generally themselves objects (typically of type Class or similar). In these languages, a class that creates classes within itself is called a metaclass.

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[kb](#), [programming](#), [devopscreate](#)

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