



Objet et Classe



Un objet peut contenir...

```
public class Form1 : Form {
```

Champs

MaClasse._positionx

Méthodes

Form1.Show()

Propriétés

Button1.Text

Événements

Button1.Click

```
}
```



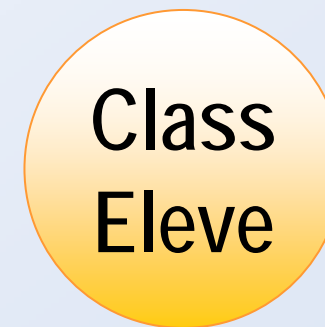
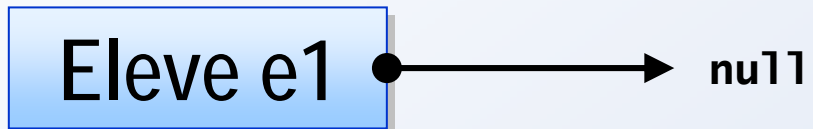
Un simple classe

```
public class Eleve {  
  
    public string Nom = "";  
    public string Prenom = "";  
    public byte Age = 0;  
  
}
```



Utilisation d'un objet

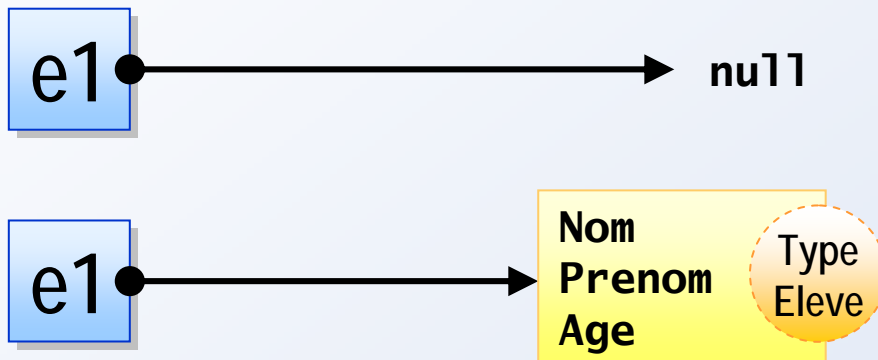
```
Eleve e1;
```





Utilisation d'un objet

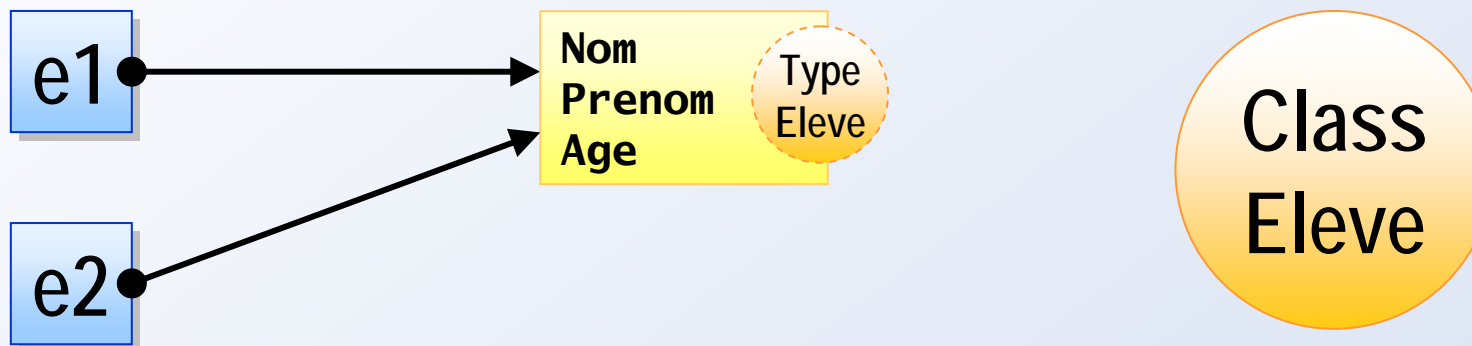
```
Eleve e1;  
e1 = new Eleve();
```





Un seul objet

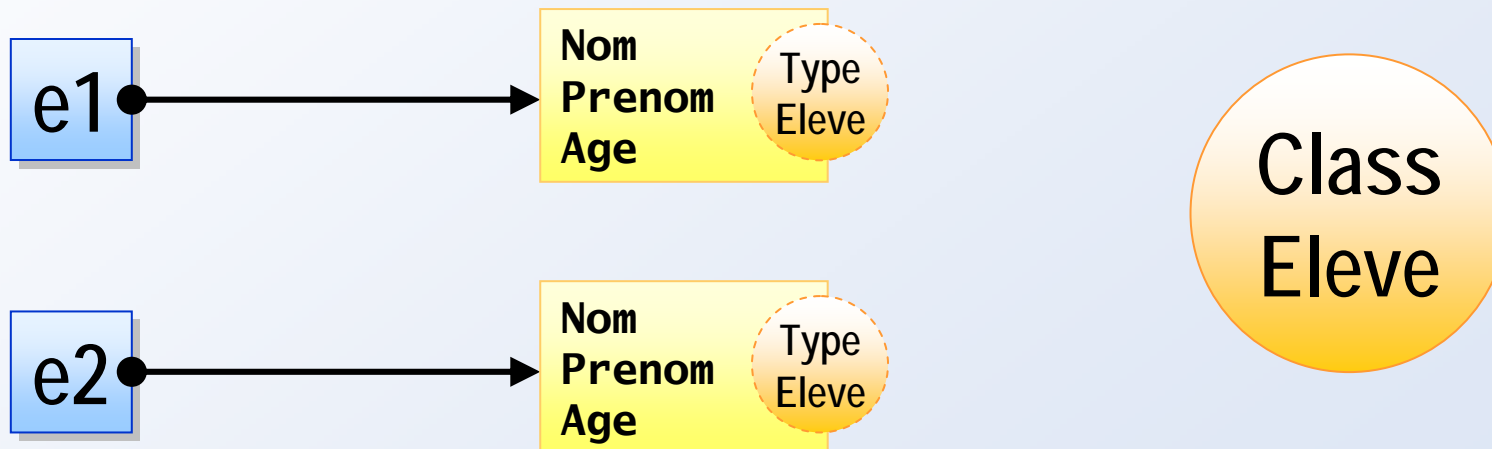
```
Eleve e1 = new Eleve();  
Eleve e2 = e1;
```





Deux objets

```
Eleve e1 = new Eleve();  
Eleve e2 = new Eleve();
```





Membres de l'objet ou de la class ?

```
public class Eleve {
```

```
    public string Nom = "";  
    public string Prenom = "";  
    public byte Age = 0;
```

```
    public static int Total = 0;
```

```
}
```

objet

class



Membres de class

```
Eleve e1 = new Eleve();  
Eleve.Total++;  
Eleve e2 = new Eleve();  
Eleve.Total++;  
Console.WriteLine( e1.Nom );  
Console.WriteLine( Eleve.Total );
```

