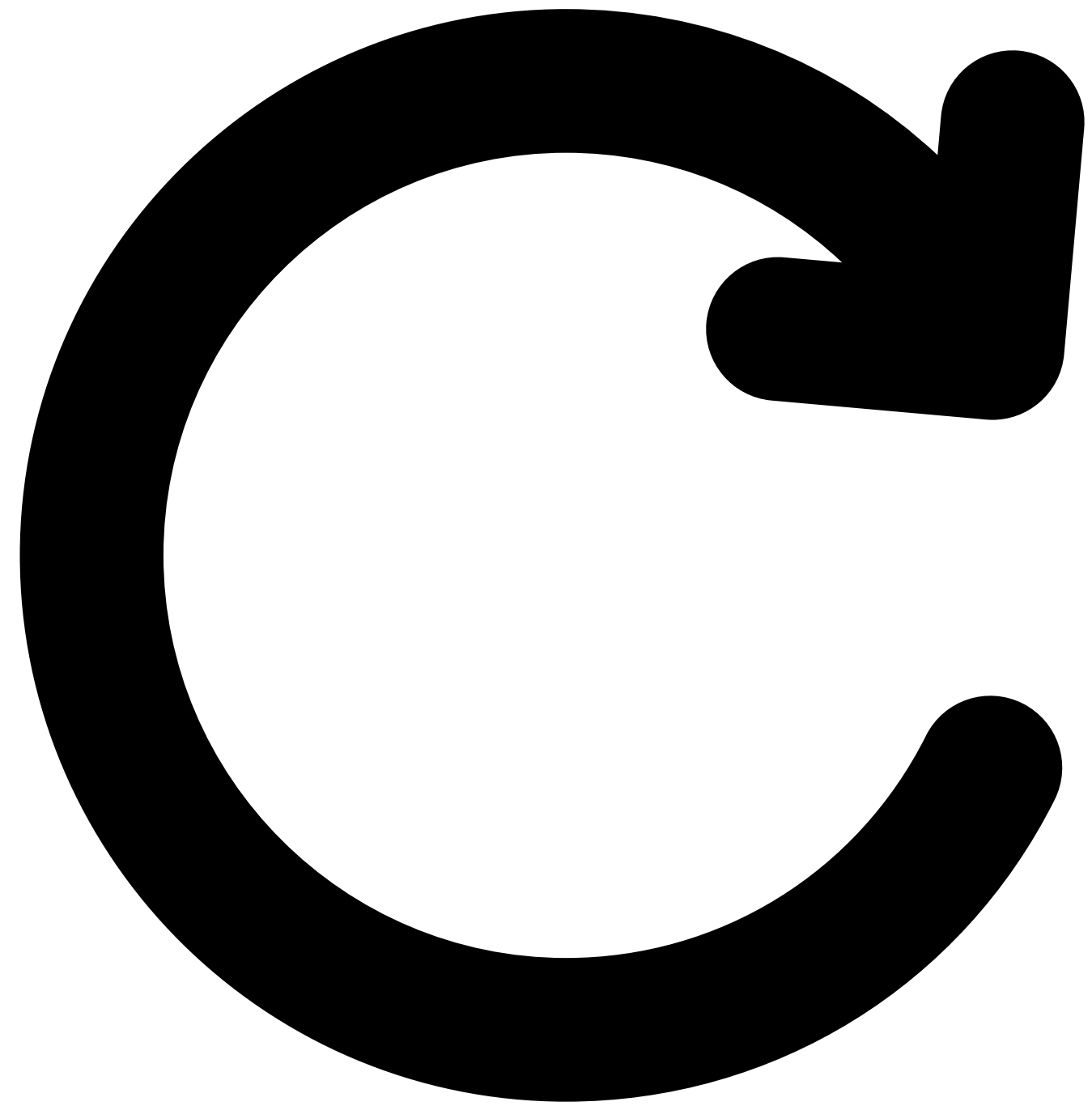




LESSON 5

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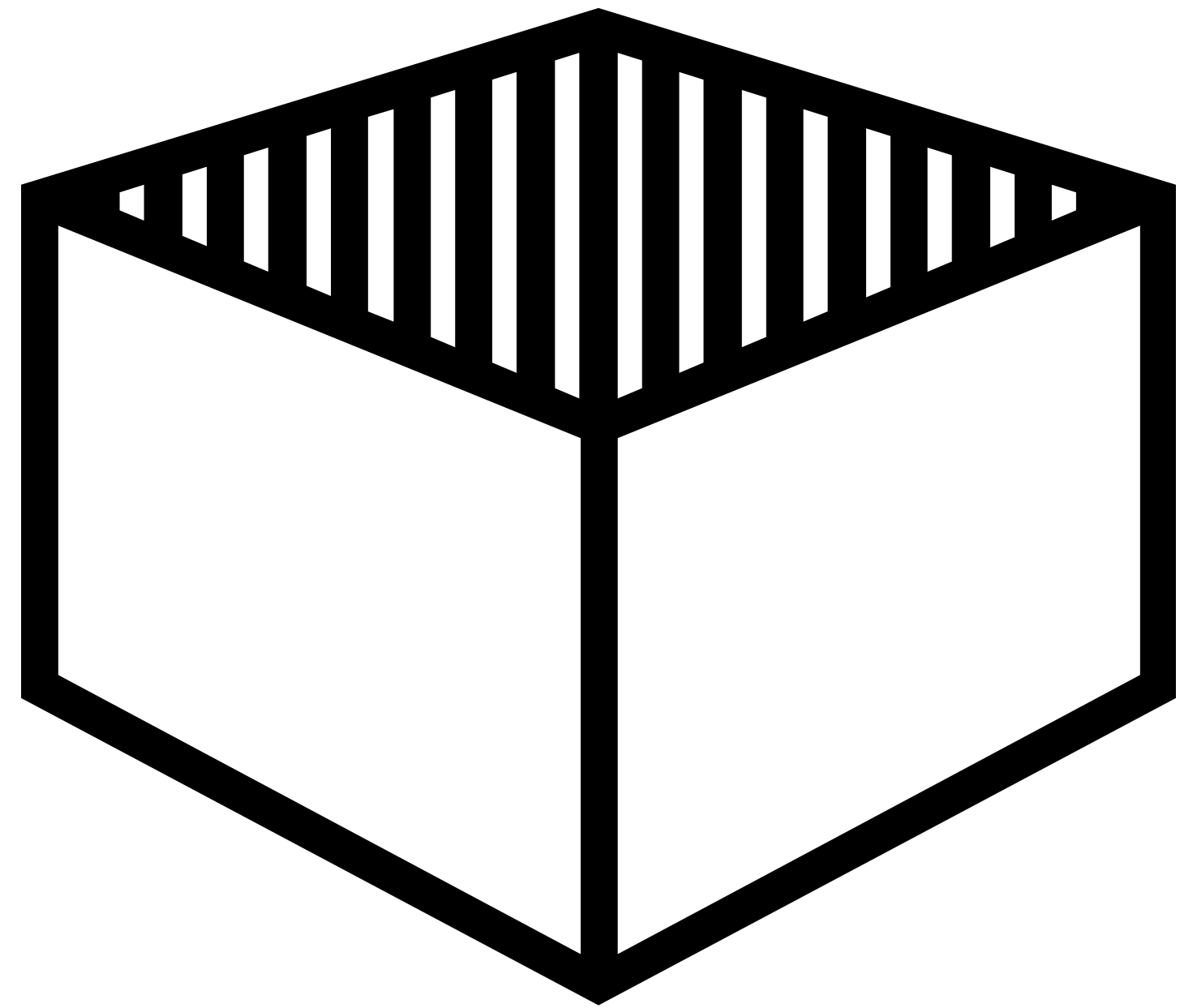
# OBJECTS



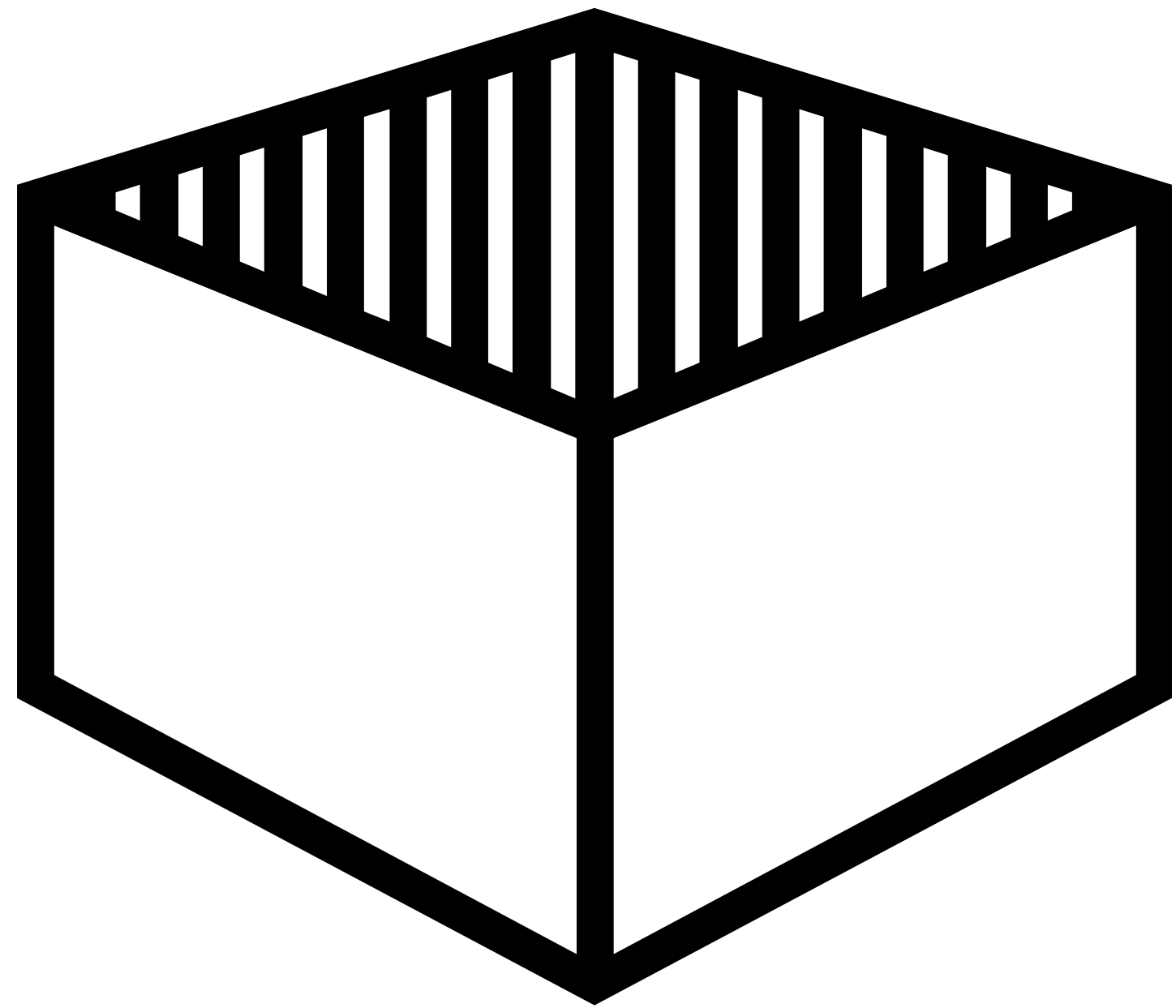
**QUICK REVIEW**

**VAR / LET**

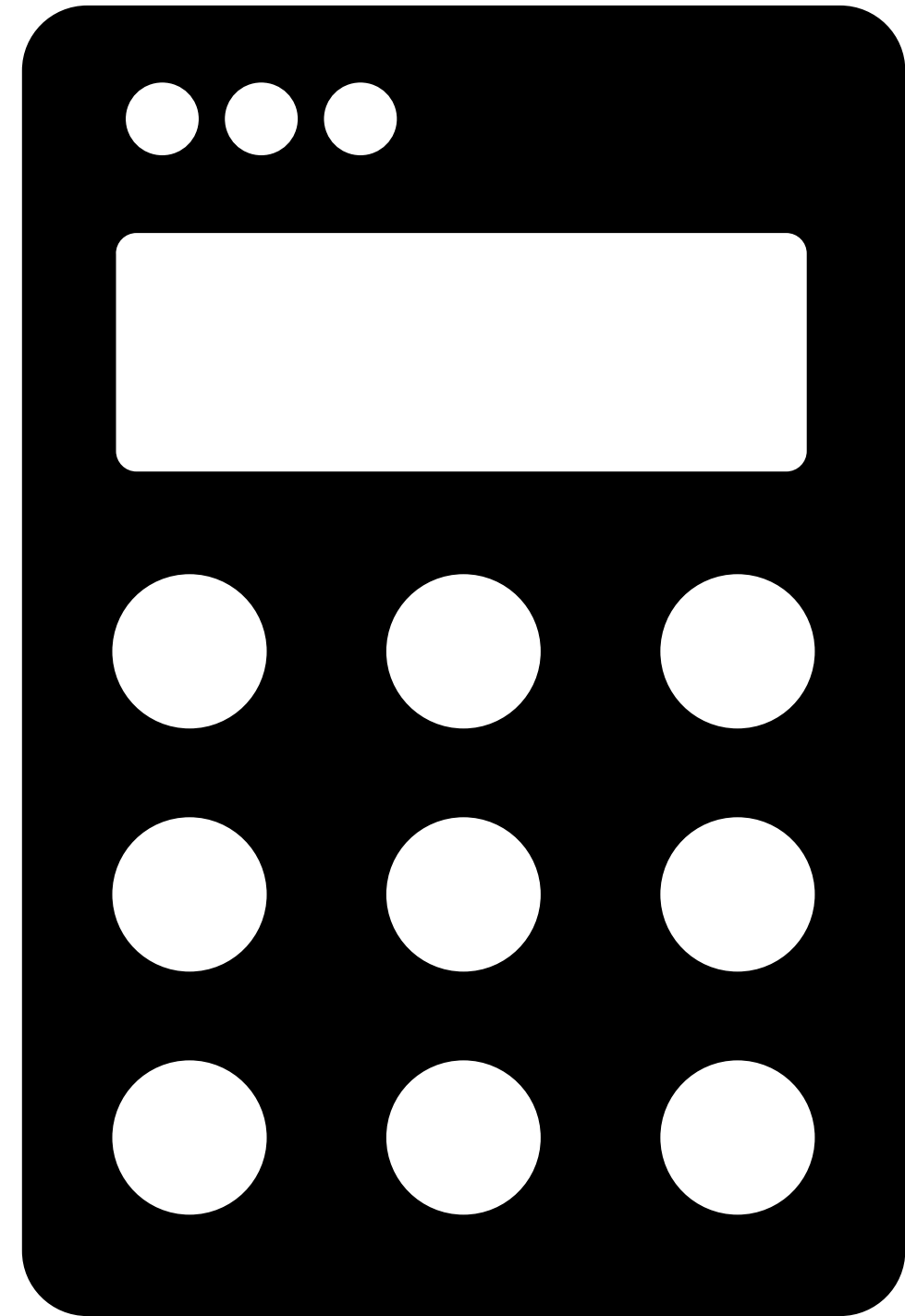
**FUNC**



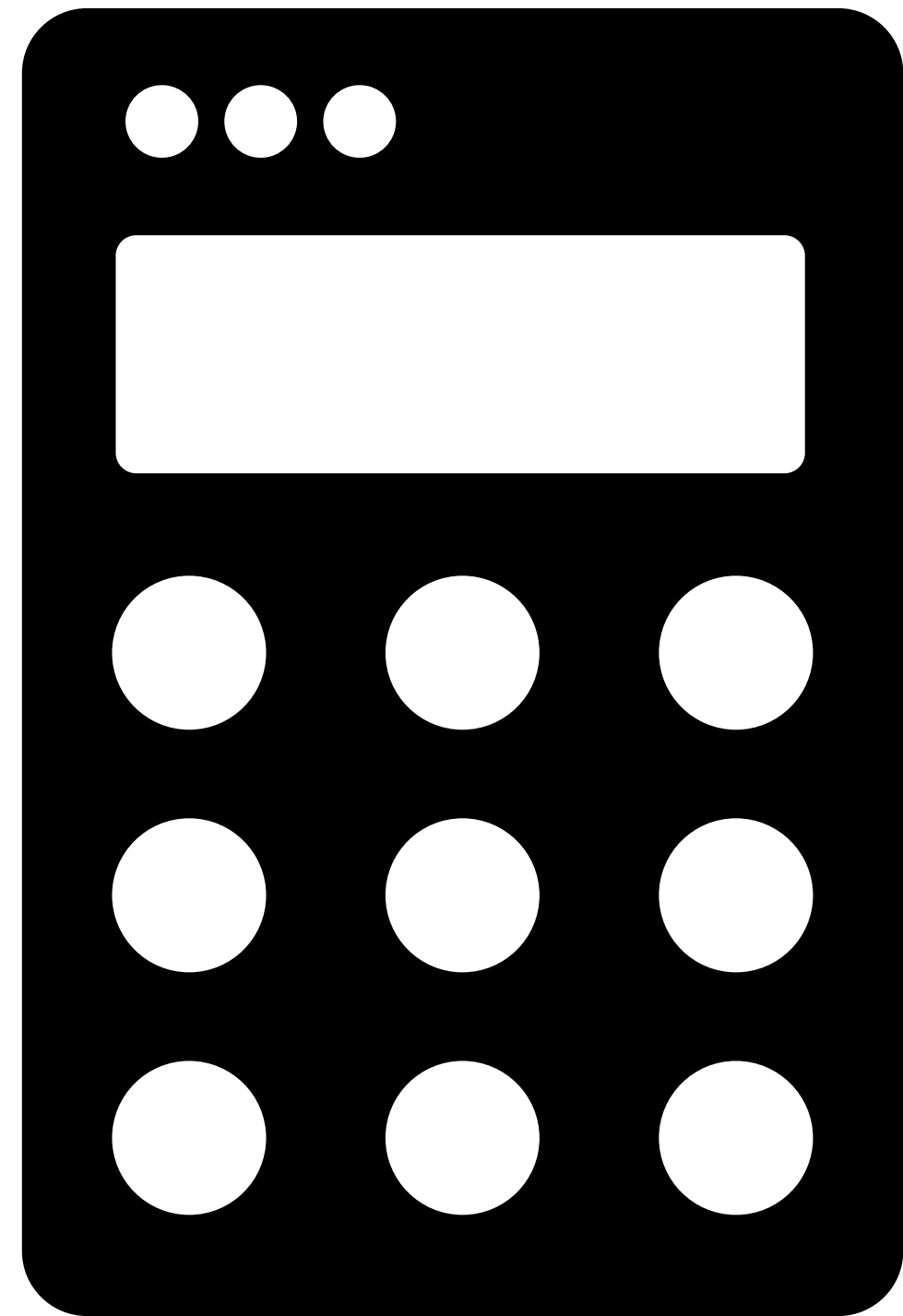
# WHAT ARE VAR / LET?



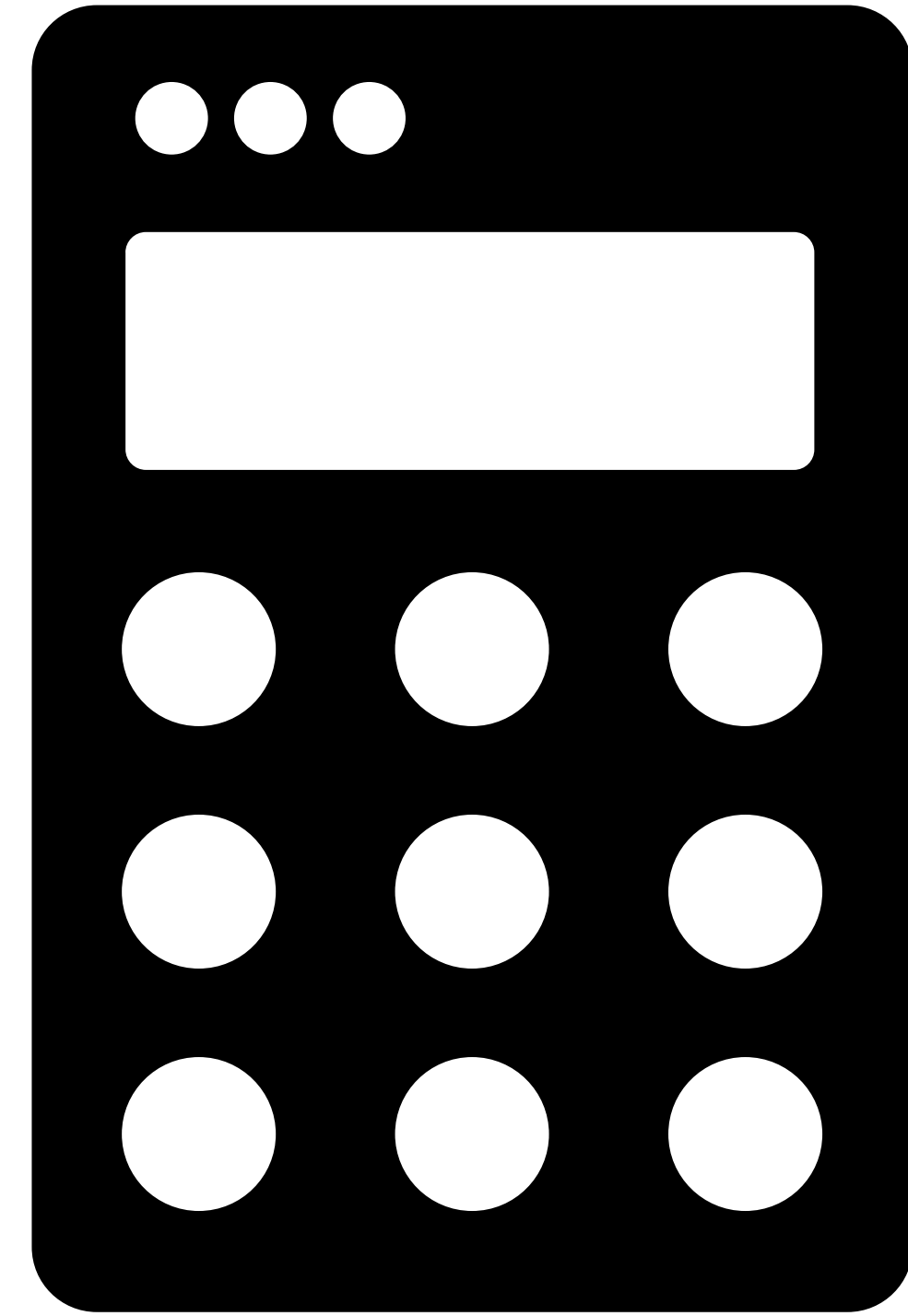
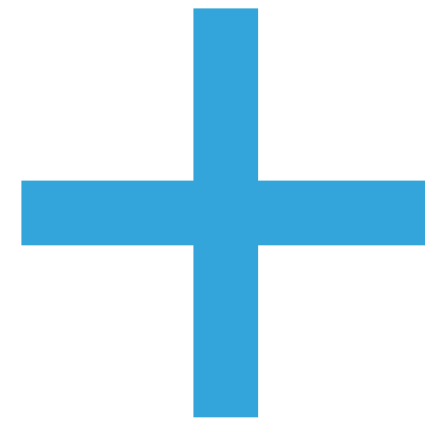
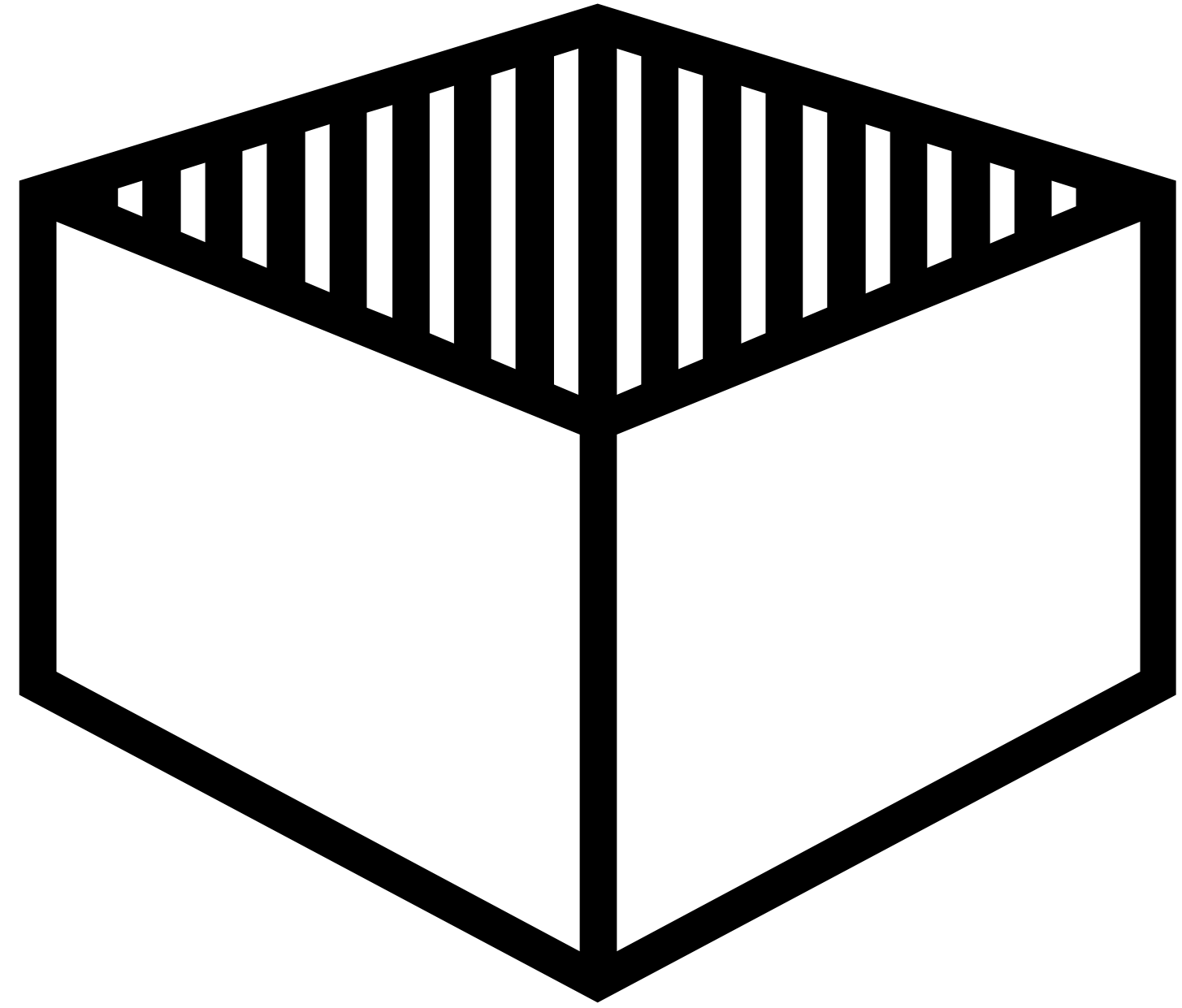
**VAR / LET**  
**STORE VALUES**  
**FOR FUTURE USE**



# WHAT ARE FUNCTIONS ?

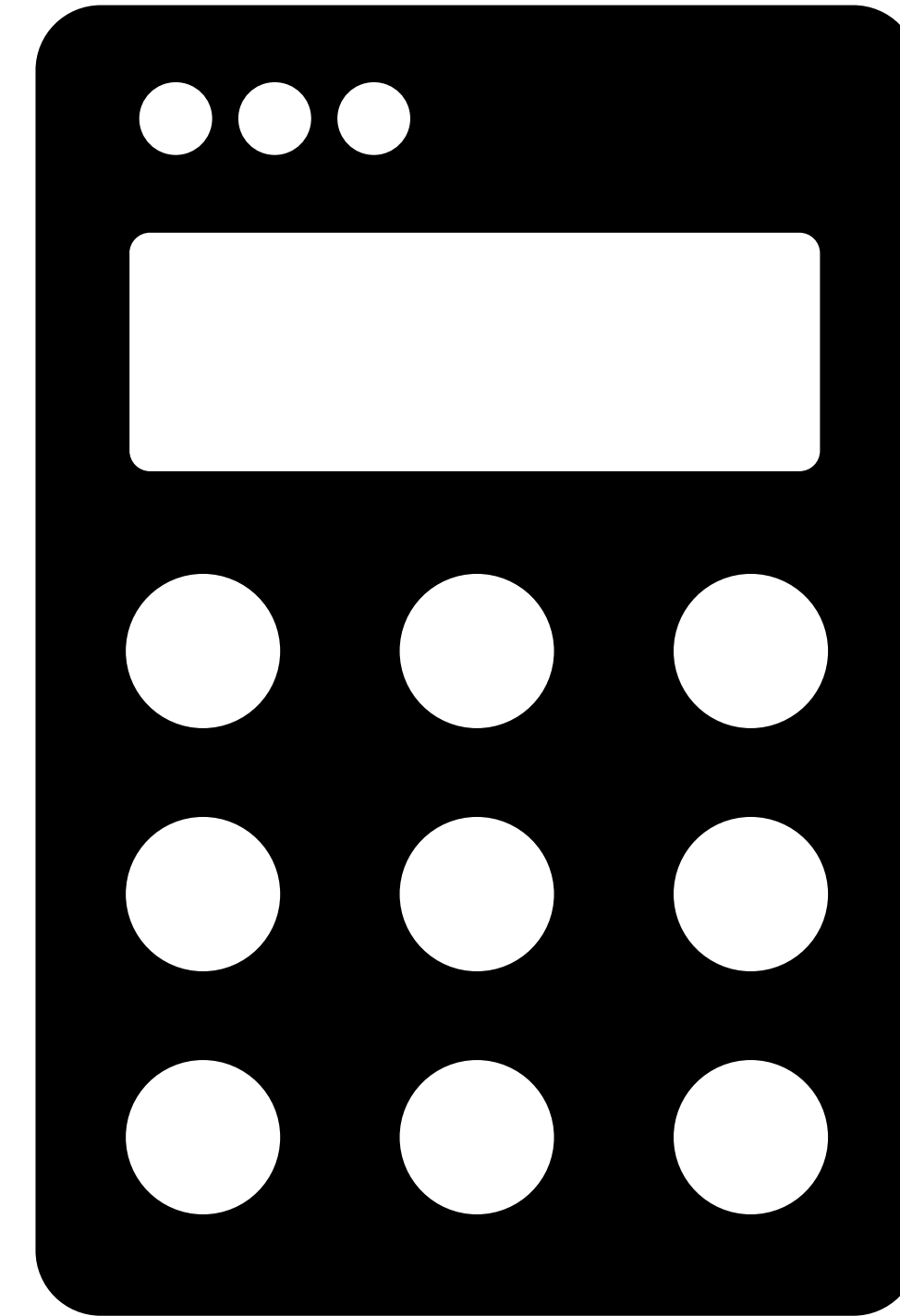
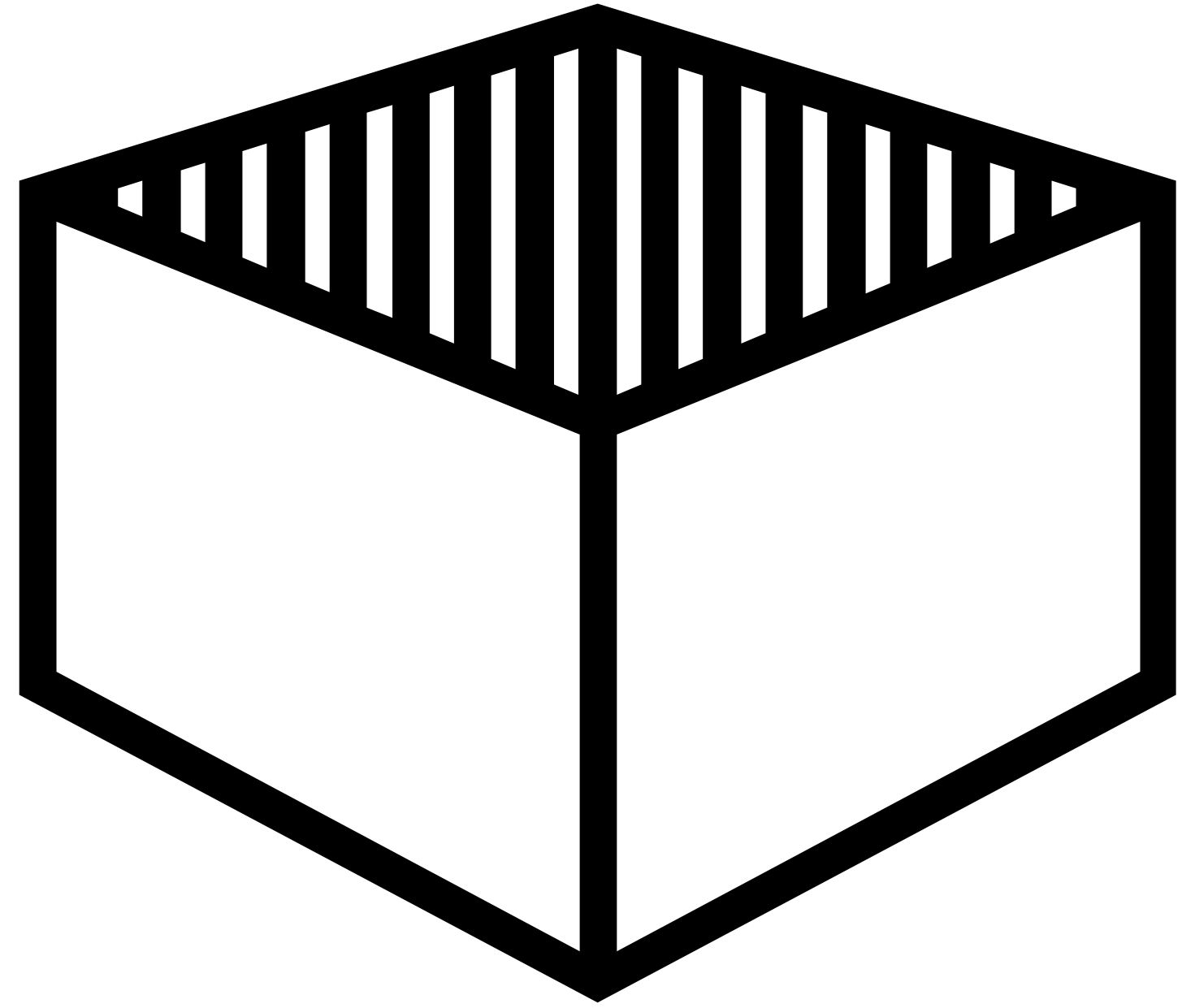


**FUNCTIONS**  
**BUNDLE CODE FOR**  
**EASY REUSE**



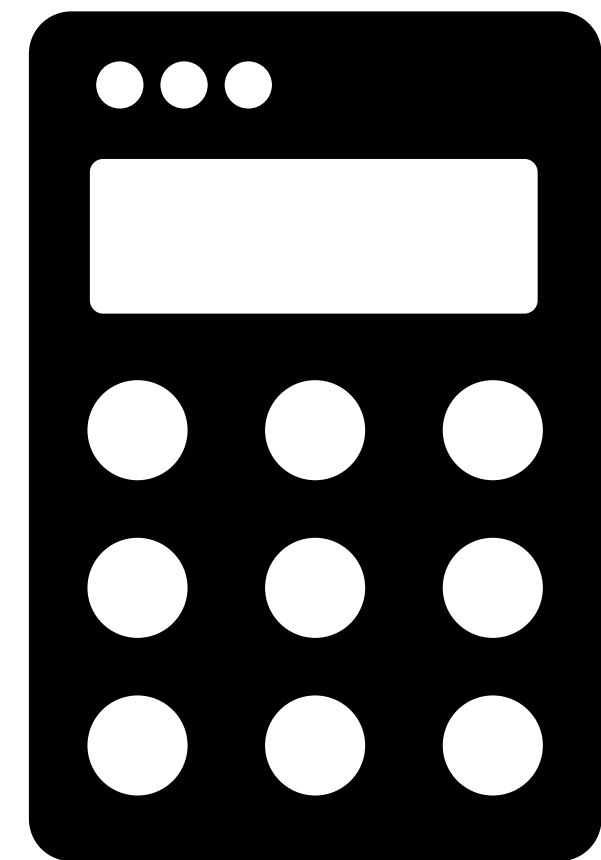
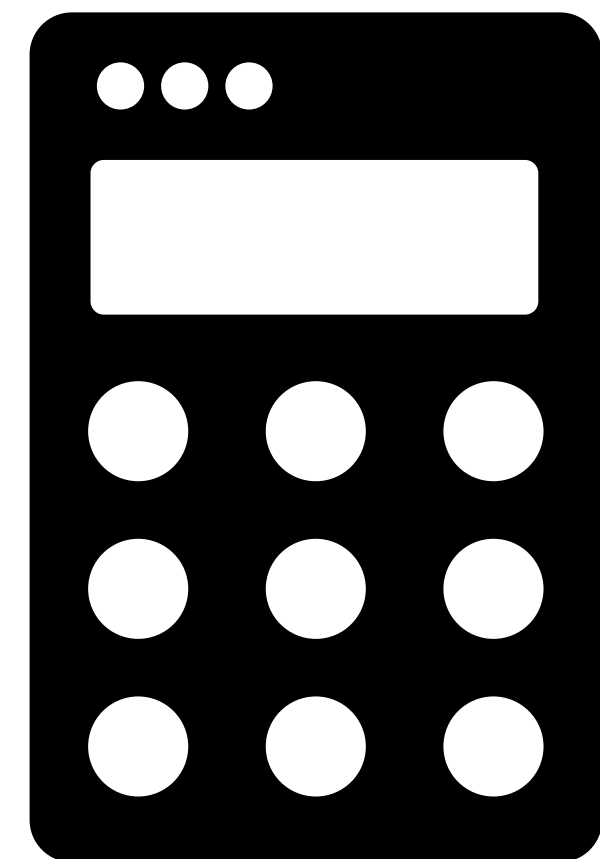
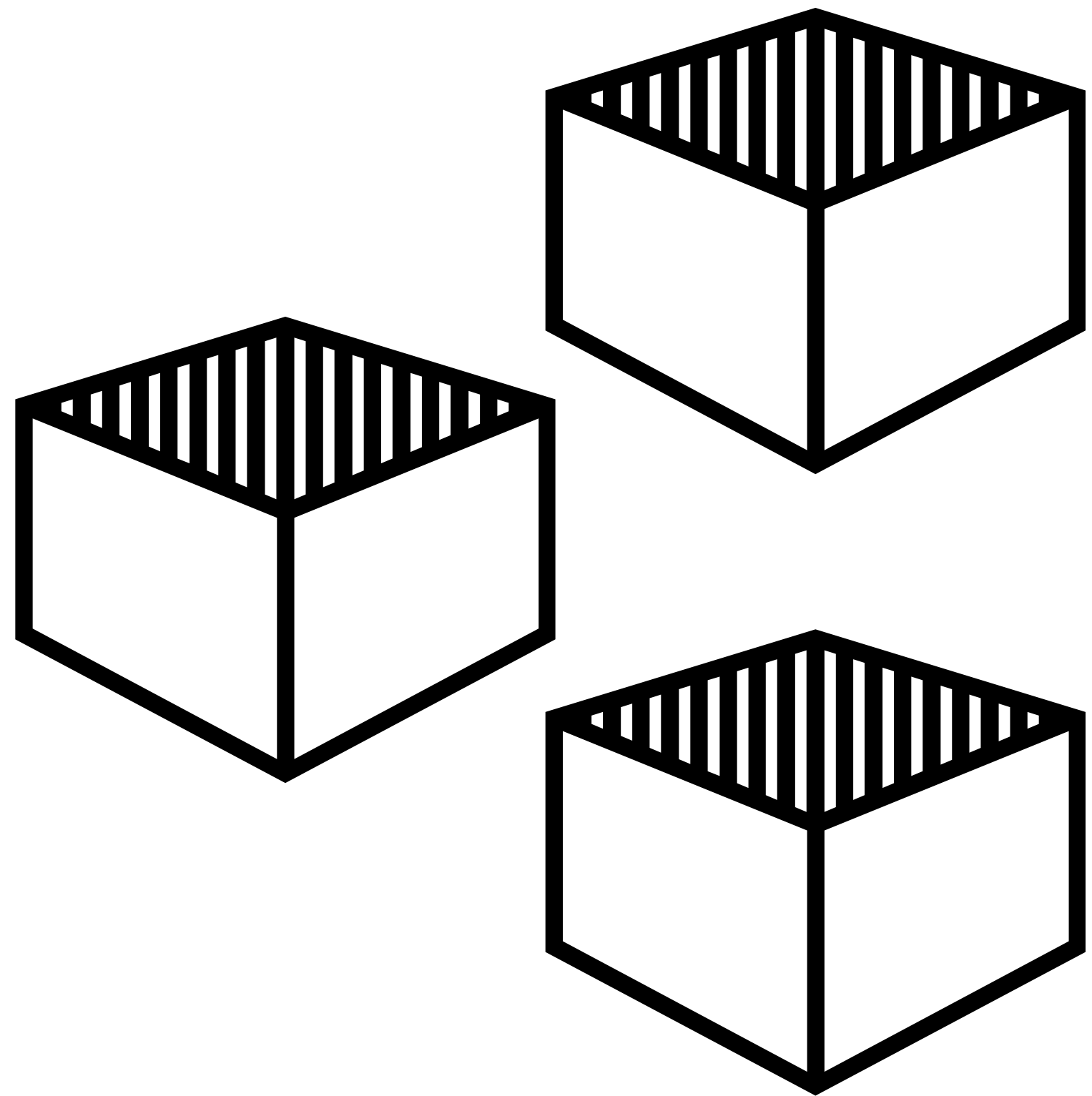
**VARs**

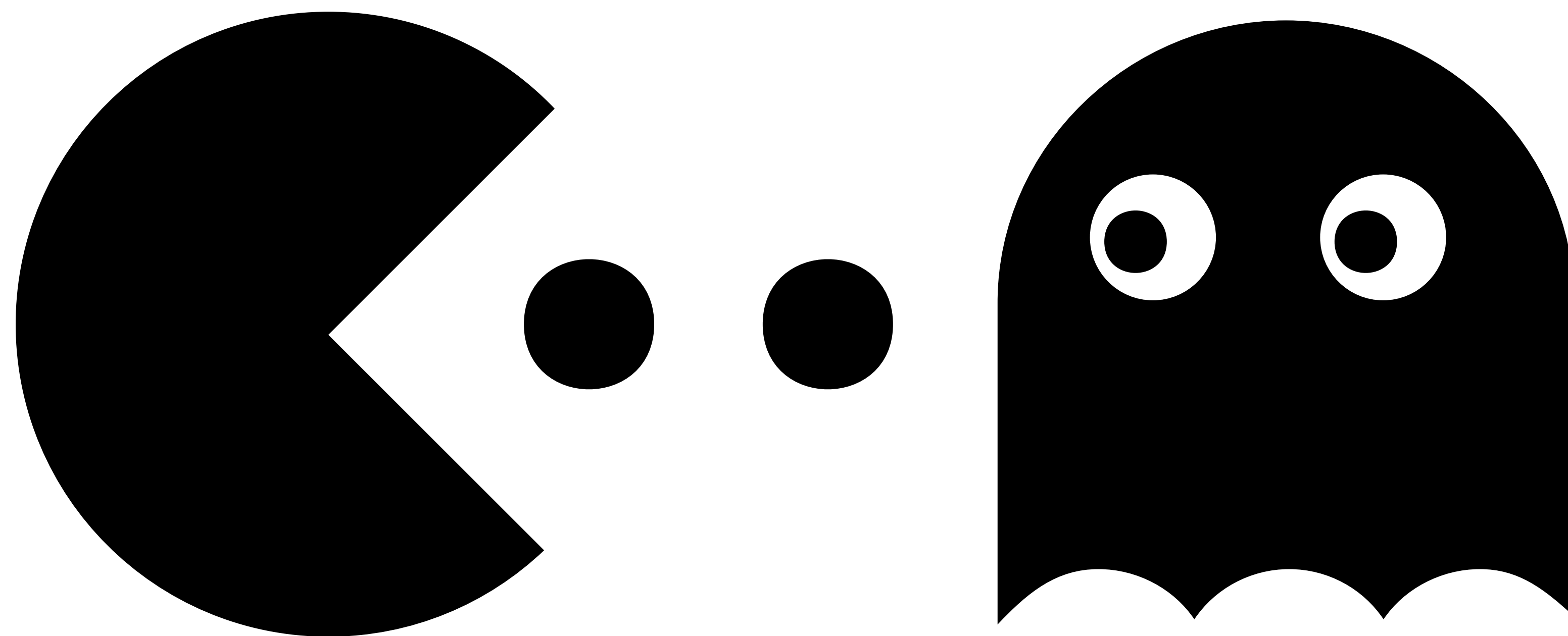
**FUNCS**



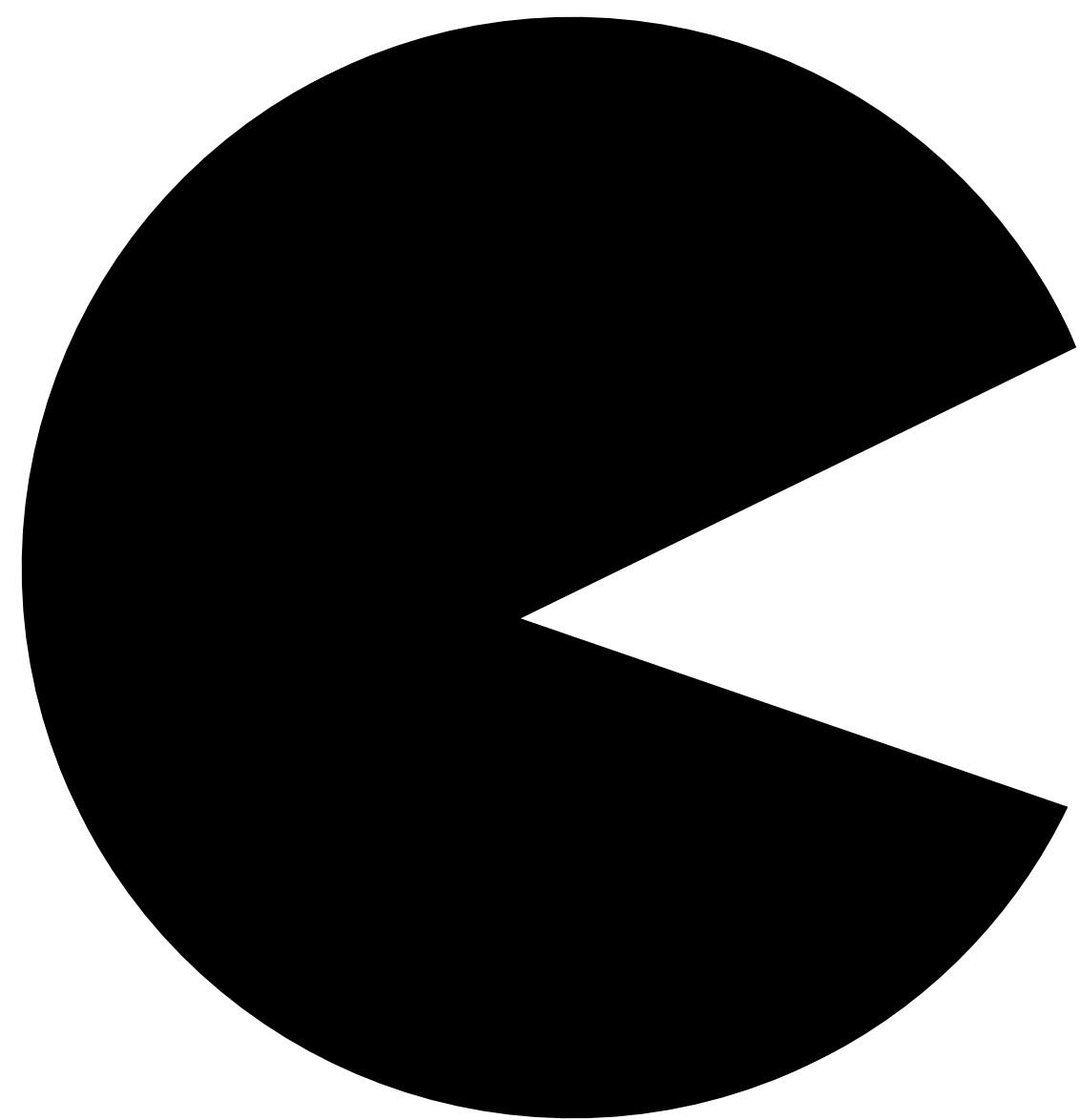
**OBJECTS**





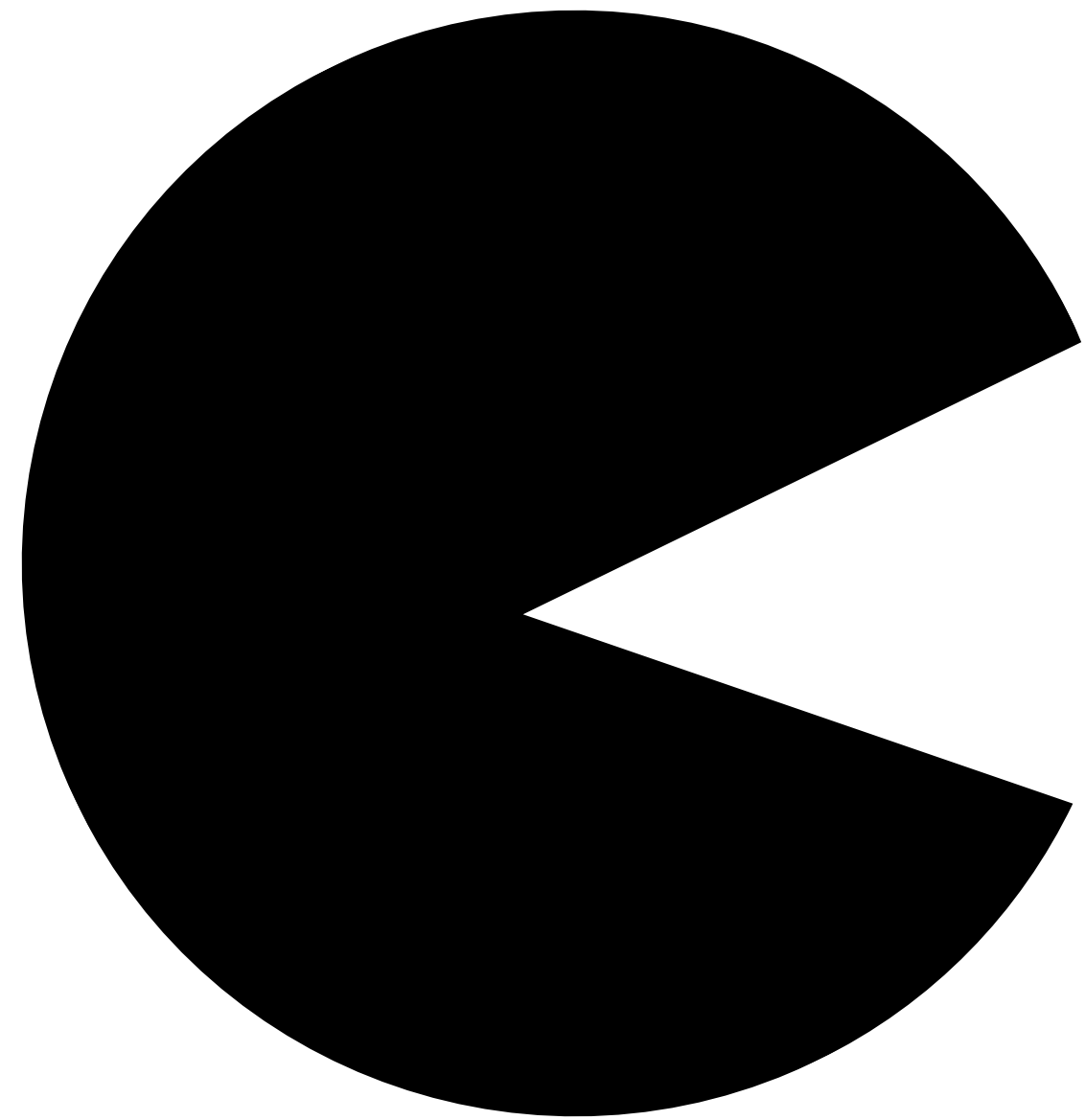


**EX: PACMAN**



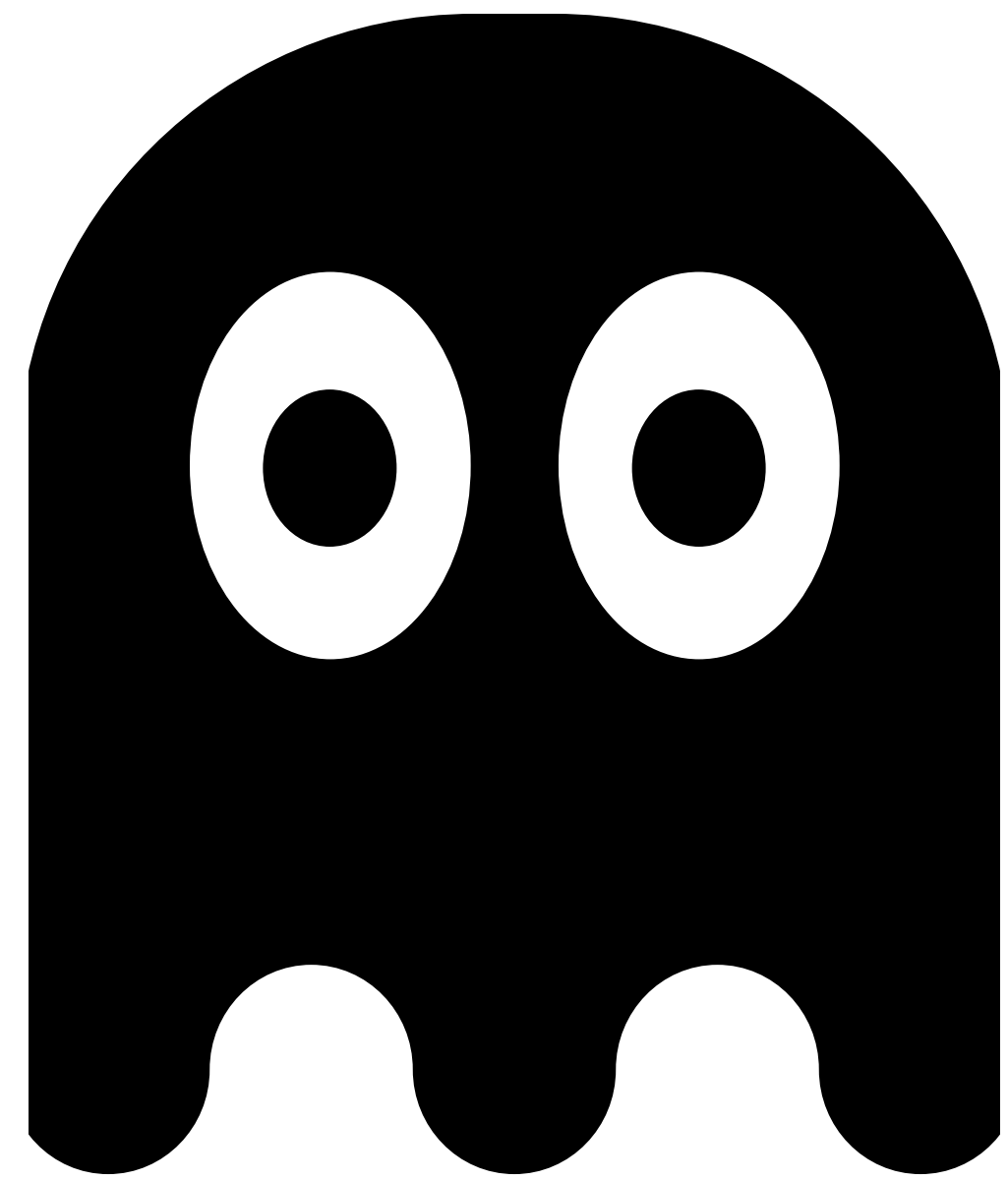
**VAR / LET**

**FUNC**



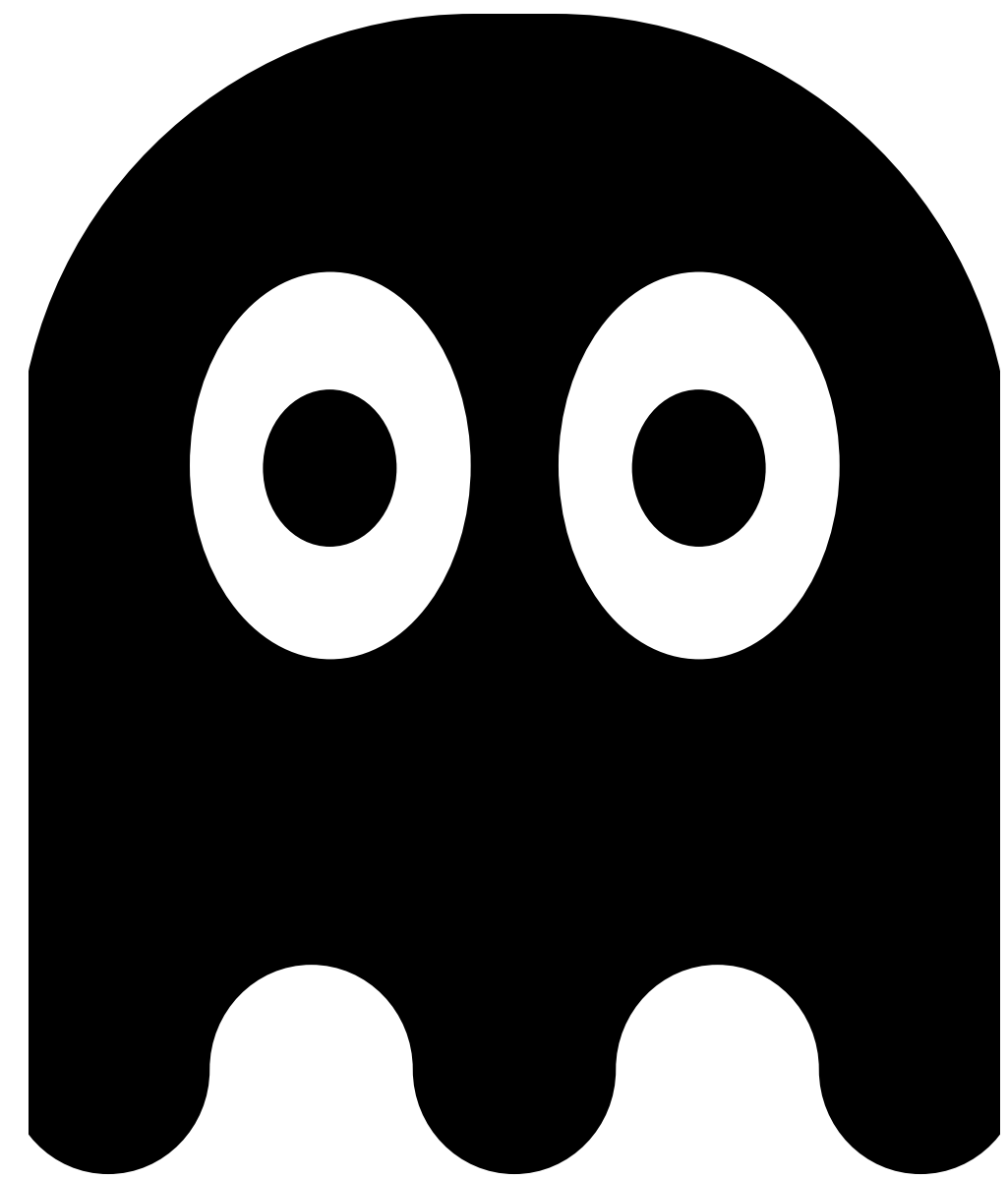
**VAR / LET**  
**DIRECTION**

**FUNC**  
**TURN**



**VAR / LET**

**FUNC**



**VAR / LET**

**COLOR**

**FUNC**

**CHASE**





**1. DECLARE CLASS**  
**2. CREATE INSTANCE**





```
class Pacman {
```

```
}
```



```
class Pacman {  
    var direction = "right"  
  
}
```



```
class Pacman {  
    var direction = "right"  
    func turn (newDir:String) {  
        direction = newDir  
        print("going \ (direction)")  
    }  
}
```

**1. DECLARE CLASS**



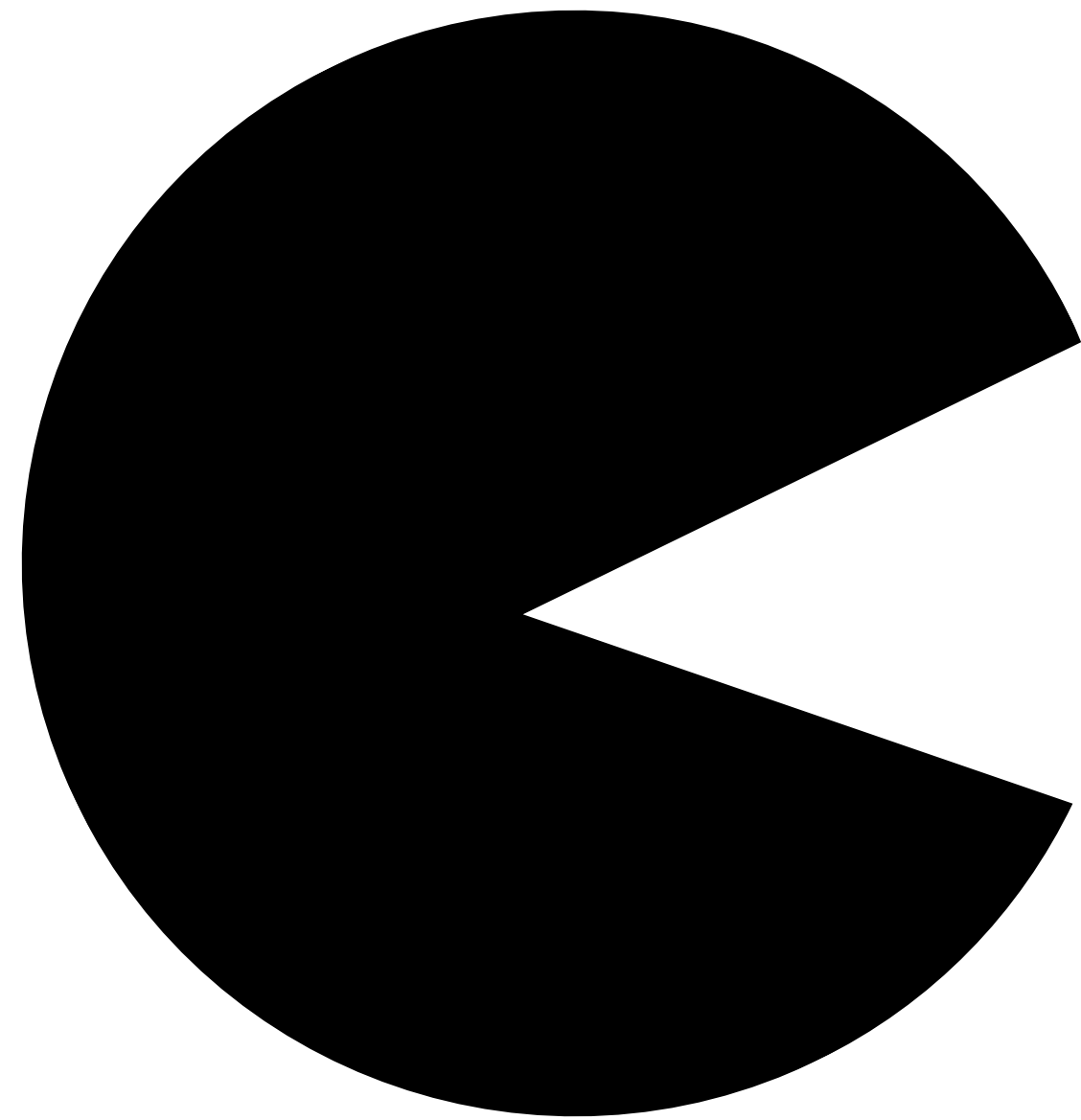
**2. CREATE INSTANCE**



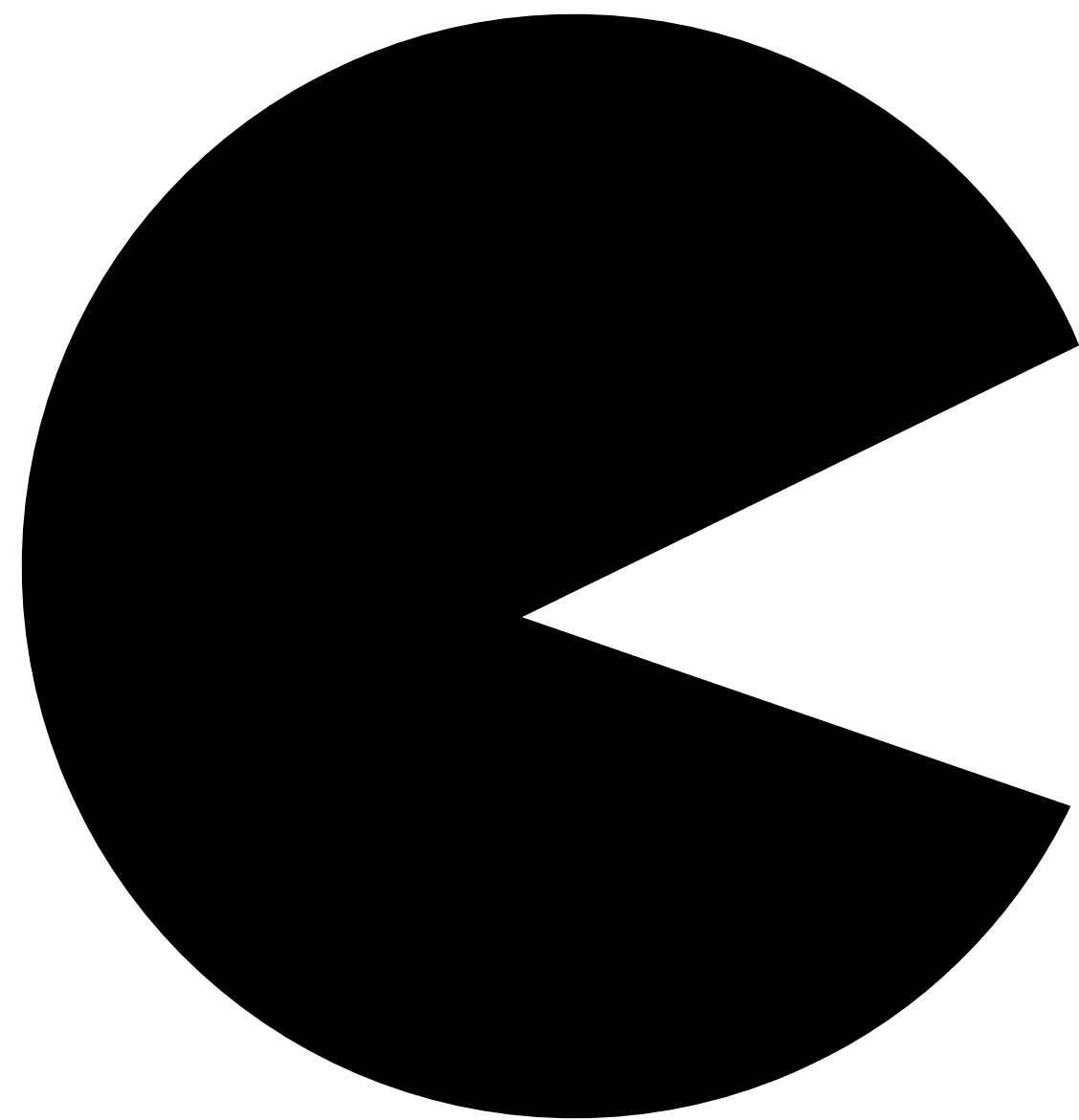
```
let pacman = Pacman()
```



**CREATES  
INSTANCE**



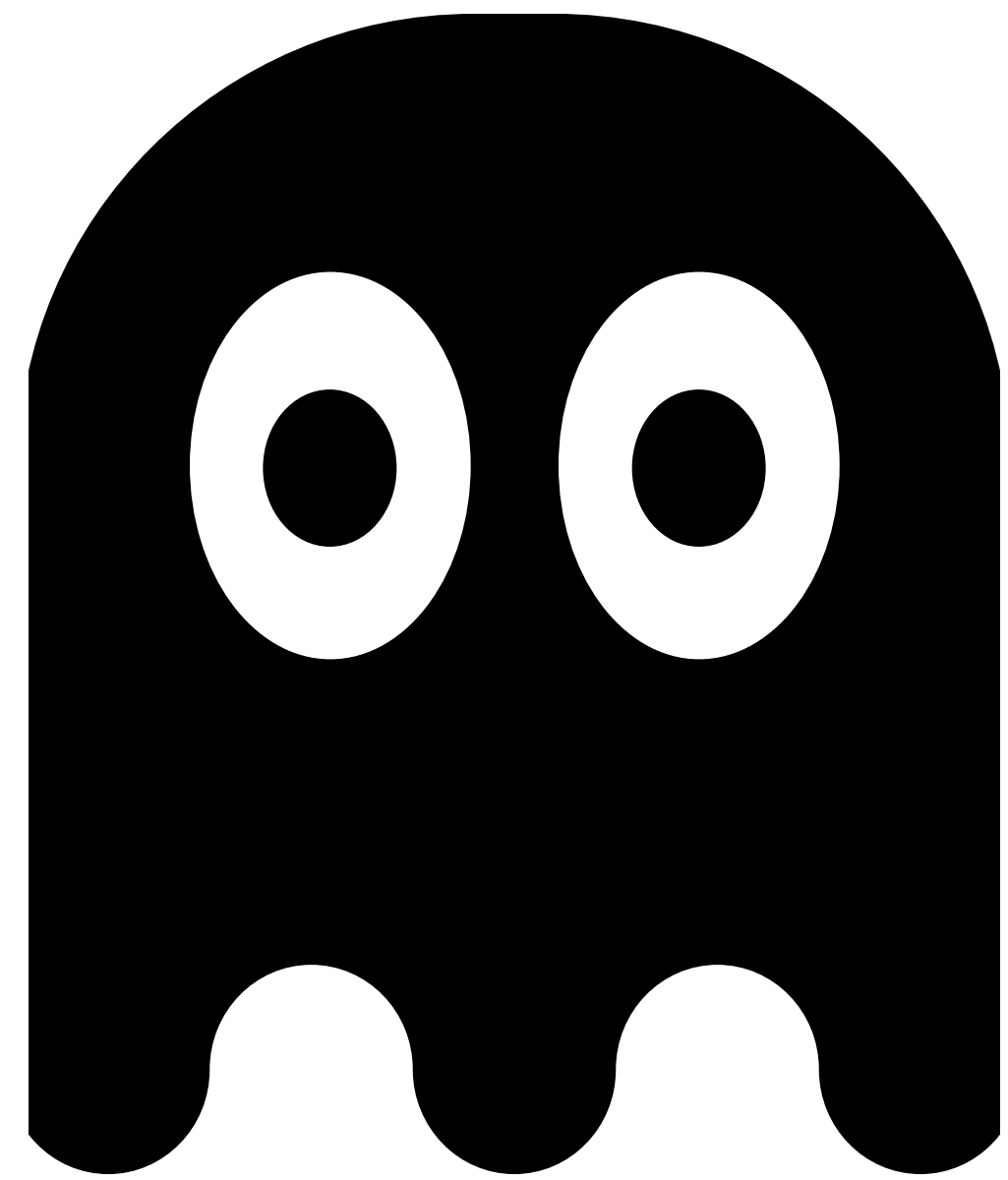
```
var pacman = Pacman()  
print(pacman.direction)
```



```
var pacman = Pacman()  
print(pacman.direction)  
pacman.turn("up")
```





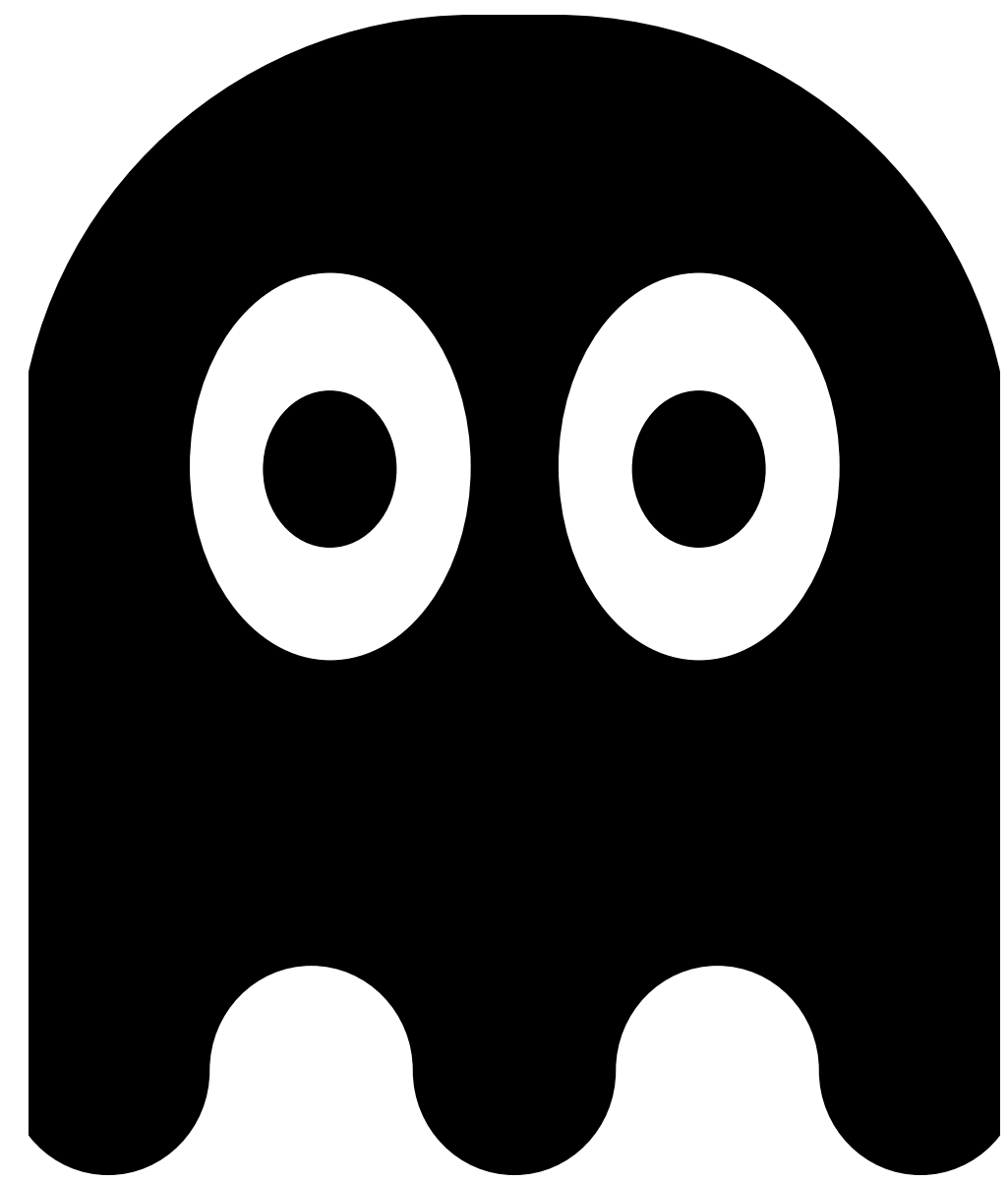


**VAR / LET**

**COLOR**

**FUNC**

**CHASE**



```
class Ghost {  
    var color:String?  
    func chase () {  
        print("boo")  
    }  
}
```