

## User Guide 3.0

### Objects/Classes

Objects/Classes permit the developer to handle ‘related properties/attributes’ as one ‘object’ or unit (or variable) instead of creating variables for each attribute.

In this example we will build a quick “Person” Object with few attributes, these will be expanded later.

1. To create a Class, right click on the project name and ADD NEW ITEM
2. Select Class (click the CODE option in left menu to find faster), name it PersonInfo

Here is the code for a simple person class, you will find a public class PersonInfo already built for you, and place the 5 variables inside the PersonInfo { .... }

```
public int PersonID { get; set; }  
public string FirstName { get; set; }  
public string LastName { get; set; }  
public string Email { get; set; }  
public int RoleID { get; set; }
```