物件變數：類別宣告與物件產生

✳ 類別

◆ 物件的藍本

✳ 物件

◆ 類別的實現

◆ 一套類別可產生多個物件

✳ 物件產生方法

◆ **Employee Liu = new Employee()**

◆ **Employee Chang = new Employee()**

```
class Employee {
    int ID;
    String name;
    String depart;
    int payment;
    int duty;
}
```

Bytecode

=> **Employee.class**

class Employee   (類別內沒有方法成員)

ID, name, depart, payment (成員)

class Ex8_1

main (方法)

```
Employee Liu = new Employee();
Liu.ID = 200;
Liu.name = ....;
Liu.dapart = ....;
```

其它方法

宣告產生物件

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