You can include path names within a `require_once` *statement. However, it is recommended that you do not include absolute paths. For more information visit:*

`http://php.net/manual/en/function.require-once.php`

For Examples visit:

`https://www.thenewboston.com/videos.php?cat=11&video=17028`

For videos visit:

`https://www.thenewboston.com/videos.php?cat=11&video=17029`.

To create an instance of a class, a property is created that "points" to the instance of the class in memory. The `new` keyword is included to inform the operating system that an instance of the class should be created in memory (and the constructor method should execute, as mentioned later). The actual class name is included to determine which class is to be built into an object.

```
$lab = new Dog;
```

This code would create an instance of the `Dog` class and refer to it with the `$lab` property (pointer). Actual individual copies of each of the properties (`$dog_size`, `$dog_breed`, `$dog_color`, and `$dog_name`) are created for each instance of a class. This allows you to change what is in the properties for that instance (`$lab`) without changing the properties for other.
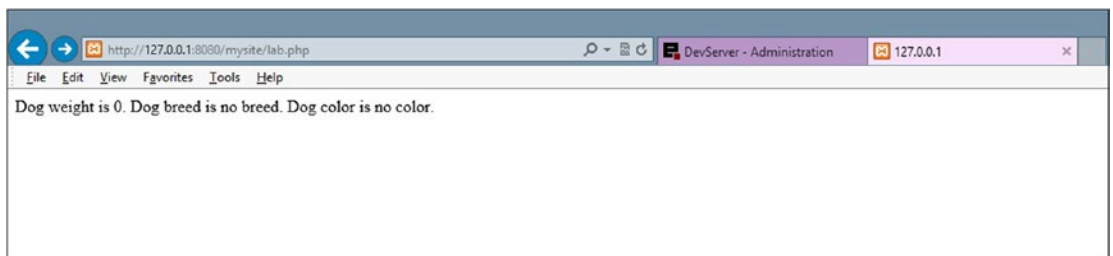
```
$lab->display_properties();
```

Once the instance is created, you can then access any methods by using the object name (`$lab`) and the method name (`display_properties`).

Example 3-5. Basic program structure including a library, object, and method call in lab.php

```php
<?php
require_once('dog.php');
$lab = new Dog;
$lab->display_properties();
?>
```

Figure 3-1 shows the successful output of the `lab.php` program, which includes the `Dog` class contained in the `dog.php` file.

Figure 3-1. *Output of lab.php*

For more examples on creating an object (instance of a class), visit:

Examples: `http://php.net/manual/en/language.oop5.basic.php`

Videos: `https://www.thenewboston.com/videos.php?cat=11&video=17181`.

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