

Propeller Notes

[LINK](#)

Object --> An object is any file with a .spin extension that contains comments, data, and executable Spin code and serves as an encapsulation of that data and the methods to operate on it. A Propeller Application is made up of one or more objects. An object may be designed to achieve the goals of the whole application by itself, or it may only focus on a small portion, and be included by another object as part of a larger application. An application's top object is where execution begins.

