Class and Objects

Definition

Class is a blueprint or template for creating objects that share a common set of attributes (data) and behaviors (methods).

Object is a class instance that allows programmers to use variables and methods from inside the class.

Some differences

1. Object is a real entity that when it is initialized using class it has memory while class has no physical memory because it describes only what is the object features and how the object should behave.
2. We can create many real objects of the same class.
3. Objects can be manipulated as it variable can be changed during run time.

Overall, classes and objects are fundamental concepts in object-oriented programming, and they simplify software development by promoting modularity, abstraction, and encapsulation.