**What is a class?**

A class is like a blueprint or template that defines the properties (fields) and behaviors (methods) that objects of that class will have.

**What is an object?**

An object is a fundamental building block that represents a specific instance of a class.

**What is a constructor?**

A constructor is a special method within a class that is used to initialize objects of that class. It is called automatically when an object is created, and its purpose is to set the initial state of the object by assigning values to its attributes or performing any necessary setup operations.

**What is a field?**

A field is a data item associated with a class or an object. It represents the state or characteristics of the class or object.

**What is a method?**

Methods are functions that are associated with a class or an object. They define the behavior or actions that objects of a class can perform.