**Class** in java – is a logical entity that serves as the basis og the definition of a new data type. Once defined, we can this new data type to create new objects of that type. As a result we can define a class as a template for an object.

Class structure –

Access modifier class class\_name {

Class body;

}

Public class abhi {

Int age;

}

**Object** in java – is an entity that has a state and behavior. To access the members who are defined inside a class, we need to create the object of that class.

Class\_name object\_variable\_name = new\_keyword constructor(“parameter goes here if required”);

object \_name obj = new object\_name();