In unit 5 we introduce some of the most important concepts in object oriented programming including class, object, method, attributes, and instantiation. Discuss each of these concepts and how they relate to each other and provide a practical example drawn from your own personal experience.

Class; A class is a user defined blueprint, or template for manufacturing objects. Objects are an instance of a class, with properties fully defined. The phrase "instantiating a class" means the same thing as "creating an object." When you create an object, you are creating an "instance" of a class, therefore "instantiating" a class.

An attribute is a specification that defines the property of an object. A method is a program module that contains a series of statements that carry out a task. A class can contain many methods.

References;

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[“Java Class, Methods, Instance Variables - w3resource.” n.d. w3resource. Accessed May 11, 2018.](http://paperpile.com/b/yBqAdu/qggz) <https://www.w3resource.com/java-tutorial/java-class-methods-instance-variables.php>[.](http://paperpile.com/b/yBqAdu/qggz)

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