Objects and Classes in Java
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objects-->
An entity that has state and behavior is known as an object e.g., chair, bike,
marker, pen, table, car, etc. It can be physical or logical (tangible and
intangible). The example of an intangible object is the banking system.
class->
A class is a group of objects which have common properties. It is a template or
blueprint from which objects are created. It is a logical entity. It can't be
physical.
A class in Java can contain:
    ->Fields
    ->Methods
    ->Constructors
    ->Blocks
    ->Nested class and interface