

Class And Object

Class:

A class is a blueprint used to create an object.

It is a logical entity.

It is a collection of similar types of objects

It contains member functions called method and data member called properties.

There are standard classes as well as user defined classes

Object:

It is the instance of the class that gets its memory in java heap when class constructor gets called.

It is a real world / run time entity.

They can be characterized by – identity, properties & behavior.

When a class is defined only a template is defined but it is allocated memory when its object is initiated.

A constructor is responsible of initializing the object attributes by default values of class attribute.

