

## Day-8

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class  
object  
methods

class is collection of attributes and behavior.  
object is an instance of class.

Animal --- Dog, Elephant, Horse etc...

Student --- Kim, David, Scott...

Employee --- John, David, Smith etc..

class

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- > Logical entity/Blue print
- > will not occupy any space in memory
- > Class contains variables & methods

object

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- > Physical entity
- > needs space in memory
- > an instance of a class
- > we can create any number of objects for 1 class
- > objects are independent

```
class Employee
{
//variables
//methods
}
```

creatign an object

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```
Employee emp1=new Employee();
Employee emp2 =new Employee();
```