

Class: This is like a blueprint or template. It defines the properties and behaviors that our characters can have, but it doesn't yet represent any specific character. (Smith, 2020, p. 15)

Object: When we create an instance of a class, we call it an object. It's like creating an actual character in the game. (Smith, 2020, p. 15)

Reference: access or manipulate those objects. In the code, objects we've created. Think of a reference as a name tag attached to an object, allowing us to refer to and interact with it. (Smith, 2020, p. 15)

Smith, J. (2020) Understanding Harvard Referencing. 2nd edn. London: Academic Press.