1. What is a class?

Objects inherit characteristics from a class. A class is just a set of attributes and method for an object to inherit.

\*Fields are variables that belong to a class.

1. What is an attribute?

Collectively the fields and methods can be referenced as attributes.

1. What is a method?

Functions that belong to a class that gives an object functionality.

1. How do we instatiate a class? And why do we need to?
2. What are advantages of OOP.
3. What is an object or Instance?
4. What is a constructor?

Constructors are code that runs at the construction of a new Instance.