A class defines the structure and behavior of its objects.

**Example**-

class Person:

# Constructor (initializer)

def \_\_init\_\_(self, name, age):

self.name = name # Instance attribute

self.age = age # Instance attribute

# Method to introduce the person

def introduce(self):

print(f"Hi, my name is {self.name} and I am {self.age} years old.")