

Copilot

In programming, an **instance** is a specific realization of a class. When a class is instantiated, an instance is created, which means memory is allocated for that instance, and it can have its own unique set of properties and methods¹².

For example, if you have a class `Car`, creating an instance of `Car` would look like this in Python:

```
my_car = Car()
```

Here, `my_car` is an instance of the `Car` class.

Would you like to know more about how instances work in a specific programming language?

¹: [Wikipedia](#) ²: [This vs. That](#)

Source(s)

1. [Instance \(computer science\) - Wikipedia](#)
2. [Instance vs. Object - What's the Difference? - This vs. That](#)
3. [Instance - Glossary - DevX](#)
4. [Understanding Instances in Programming](#)
5. <https://en.wikipedia.org/w/index.php?title=Instance>