**CLASSES AND OBJECTS**

**Object**

* An **object** is an entity with certain states & behaviours.

**Methods**

* There can be ***static*** methods.
* ***Math.sqrt(number)*** works without creating instance.
* ***addNumbers(number1, number2)***
* **JCL:** Java Class Library
* Java standard libraries come packed in JCL in ***\*.jar*** format file.
* ***print()*** is method of **java.io.PrintSteam**