Classes vs Objects (Instances) vs Dictionaries

A Class	An Object	A Dictionary

An Object is istantiated based on a Class (the Blueprint)

An Instance

Can hold equal Data as an Object

A Blueprint for an Object

An Object which holds Data and is used in your Code

Not based on a custom Blueprint

Doesn't do anything if no Object is created (like a Function that isn't called)

Multiple Objects can be instantiated from the same Class

No specific Structure is guaranteed/ enforced