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# Part 3: Short Notes (Classes and Objects)

In Java a **class** is like an object constructor or a blueprint. It tells the computer what something is and what it can do. An **object** is a real thing made from that blueprint. Imagine a cookie cutter (class) and the cookies it makes (objects).

Classes are important in Object Oriented Programming because they help us organize code. They make it easier to think about real-world things in our programs.

**Constructors** are special methods that create objects. **Methods** are actions an object can do. **Attributes** are the things an object has or knows. They are like the details of the blueprint.

**My Example format:**class DigitalClock {

int hour;

int minute;

void setTime(int h, int m) {

hour = h;

minute = m;

System.out.println("Time set to " + hour + ":" + minute);

}

void displayTime() {

System.out.println("Current time: " + hour + ":" + minute);

}

}