

1. programming paradigm based on the concept of objects .the objects can contain fields and *methods*
2. Class is a template for creating objects. From the class we create instances
3. `Class_name instance_name= new Class_name();`
7. `ToString()` is a function that convert to string . every class has- we don't need to create it. If we want to create it we need to override it because it already exists.