1. A class is a blueprint or template for creating objects. It defines the characteristics and behaviors that an object will have, such as its attributes and methods. A class can be thought of as a category or type of object, and multiple objects can be created from a single class.
2. An object is an instance of a class. It is a concrete entity that is created based on the blueprint or template provided by the class. Each object has its own unique set of attribute values, but all objects of the same class share the same methods and behaviors.

The main difference between a class and an object is that a class is a general concept or idea, while an object is a specific instance of that concept. Think of a class as a recipe for making a cake, while an object is a particular cake made from that recipe. The class defines what ingredients and steps are necessary to make a cake, while the object is the cake itself, with its own distinct flavor, shape, and texture.