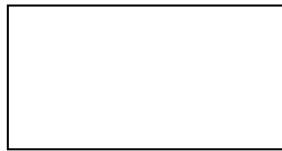


What is a class :

A class is a model/blueprint/template/prototype for creating the Object. Object creation is possible by using class template.



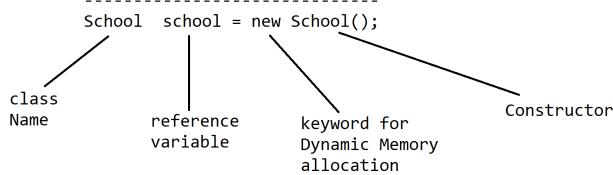
School Building

- * I want to build a school.
- * Civil Engineer
- * Rough Diagram (It is model to build the school)
- * Based on the diagram, Object will be created.

* In java, Whenever we want to create an object, class (Model/blueprint/template/prototype) is required

```
class School
{
    Here we should write
    all our thinking, Imagination
    and analysis thinking of school
    building.
}
```

How to create School Object :



Class : Logical Entity
Object : Physical Entity
Instance : The way of creating object is called Instance

A class is a logical entity which does not take any space.

A class is user-defined data type which contains fields and methods.

Example :

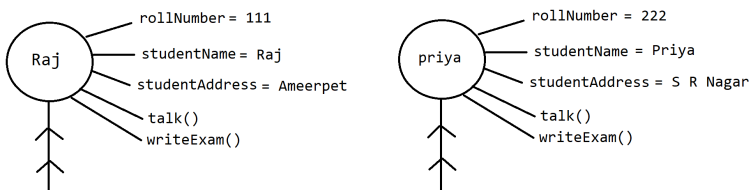
```
public class Demo
{
    Fields
    +
    Methods
}
```

User-defined data type :

Predefined data type { int x = 12;
float y = 23.78F;
double d = 89.90;

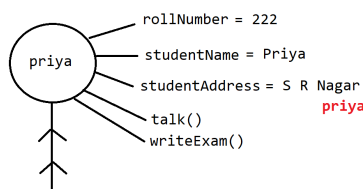
User defined data type ← Demo d1 = new Demo();
Object of Demo

WAP to provide student properties and student behavior by using OOP. (Diagram)



Object Diagram :

Student priya = new Student();



Student object (1000x)

PROPERTIES :

rollNumber = 222
studentName = Priya
studentAddress = S R Nagar

BEHAVIOR

talk()
writeExam()

Note : We have two objects Raj and Priya to represent Raj and Priya's, Properties we need non static variable WITH EACH OBJECT LIKE RAJ AND PRIYA A SEPARATE COPY OF NON STATIC VARIABLE WILL BE CREATED.