**Class**

A class is a group of objects which have common properties. It is a template or blueprint from which objects are created. It is a logical entity. It can't be physical.

**A class in Java can contain:**

* **Fields**
* **Methods**
* **Constructors**
* **Blocks**
* **Nested class and interface**

****Syntax:****

class <class\_name>{

    field;

    method;

}

**Object**

An entity that has state and behavior is known as an object. It can be physical or logical.

An object has three characteristics:

* ****State:**** represents the data (value) of an object.
* ****Behavior:**** represents the behavior (functionality) of an object such as deposit, withdraw, etc.
* ****Identity:**** An object identity is typically implemented via a unique ID. The value of the ID is not visible to the external user. However, it is used internally by the JVM to identify each object uniquely.

****An object is an instance of a class.**** A class is a template or blueprint from which objects are created. So, an object is the instance(result) of a class.

****Object Definitions:****

* An object is a real-world entity.
* An object is a runtime entity.
* The object is an entity which has state and behavior.
* The object is an instance of a class