Class

A description of the *common properties* of a set of objects.

• A concept.

• A class is a part of a

program.

Example 1: Person

Example 2: Album

Object

• A representation of the

*properties* of a single

instance.

• A phenomenon.

• An object is part of data

and a program execution.

• Example 1: Bill Clinton,

Bono, Viggo Jensen.

• Example 2: A Hard Day's

Night, Joshua Tree, Rickie

Lee Jones.

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| ***Class*** | **Object** |
| A description of the *common properties* of a set of objects. | A representation of the properties of a single instance. |
| blueprint | Basic runtime entity |
| Example 1: Person | Sachin, Rahul, Anil etc. |
| Example 2: Album | Haunted Melodies By Lata, Sadabahaar Kishore etc. |
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