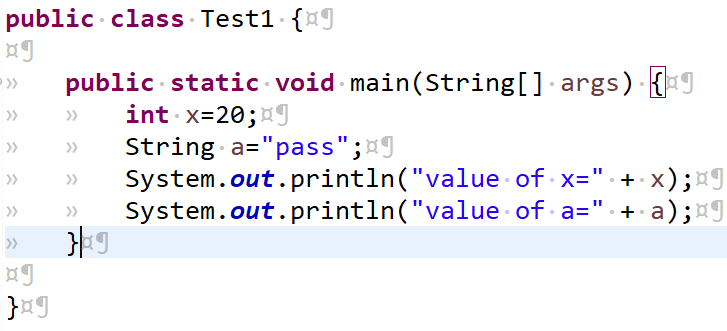
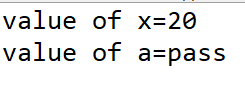
**Task 1**

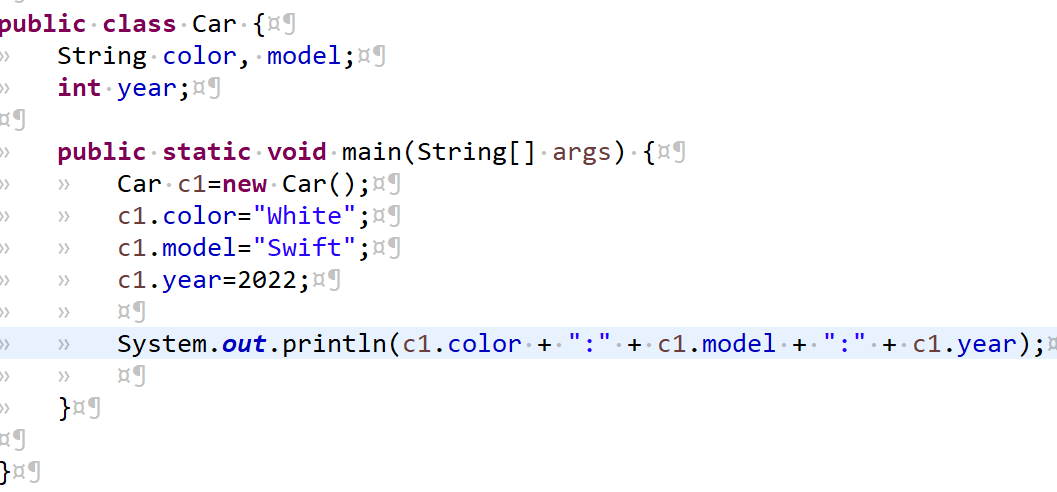
1. **Class : class is a blueprint for creating objects.**

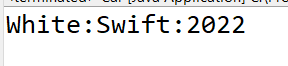
**Define a class that represents an entity**





1. **Object: an object is an instance of a class using the car class , create an object and see its properties.**



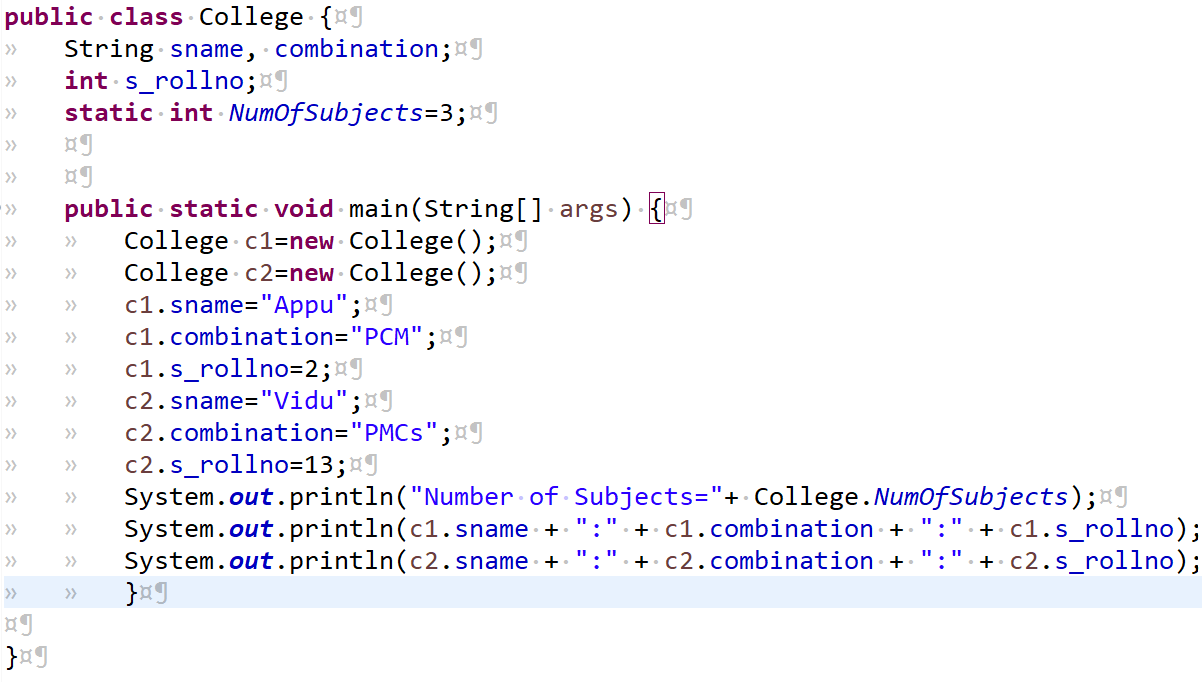


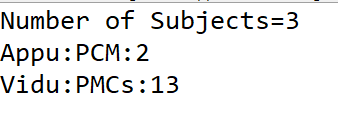
1. **Variable: a variable to store data for use in a program. Variable can be defined in classes or methods.**

**Instance variable: declared in class area.**

**Local variables: declared in any method or block .**

**Class variables (static keyword is used) and declared in class area.**

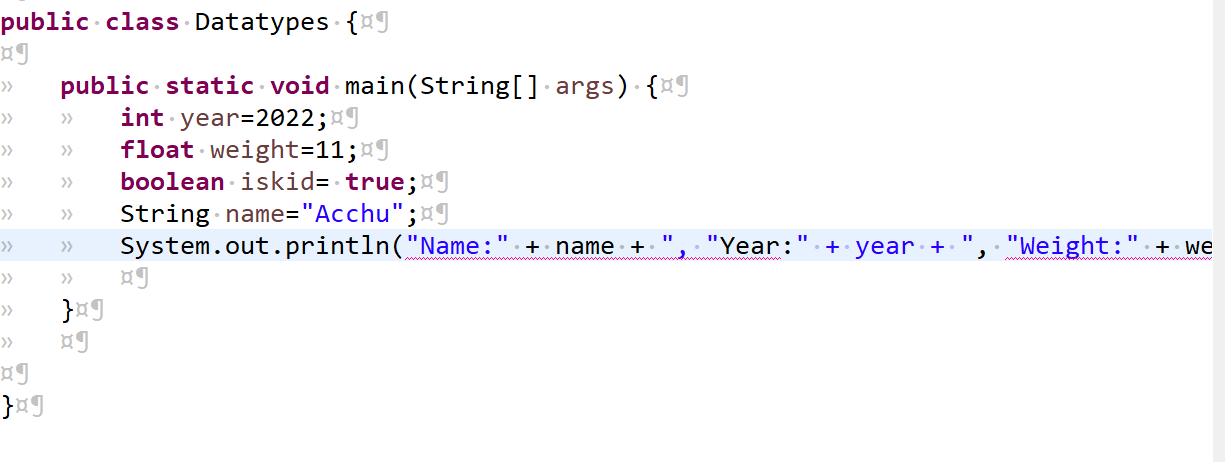




1. **Datatypes: they define the type of data a variable can hold. Here are few examples:**

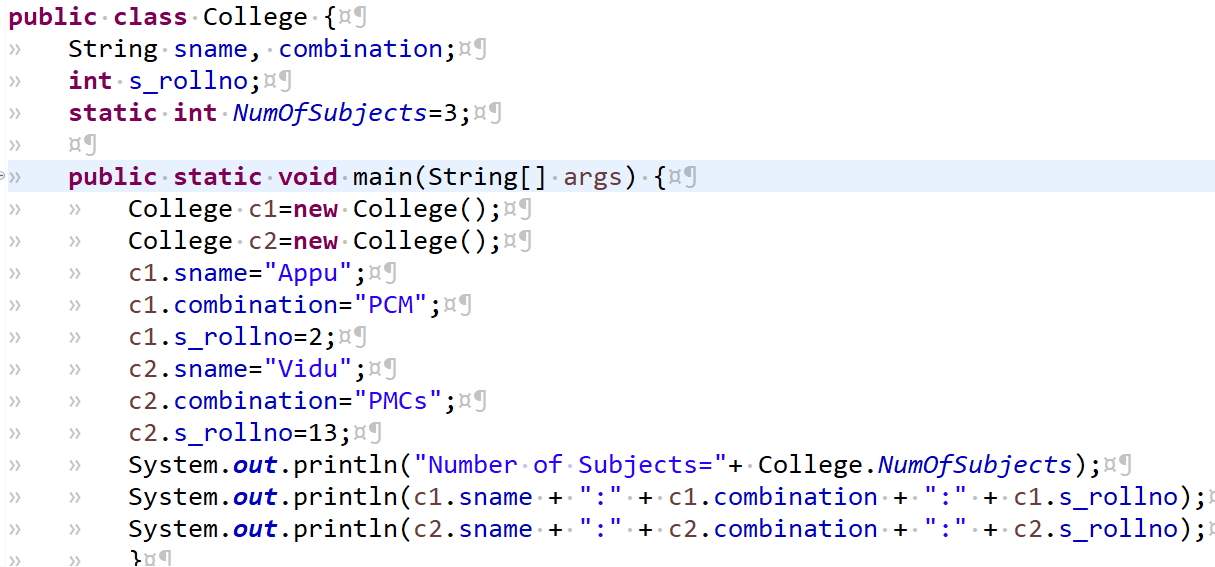
**Primitive datatypes: int , float, double, Boolean, char .**

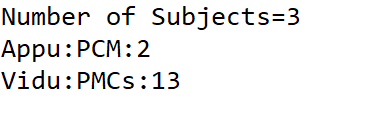
**Non – primitive datatypes: String, Arrays, Classes.**

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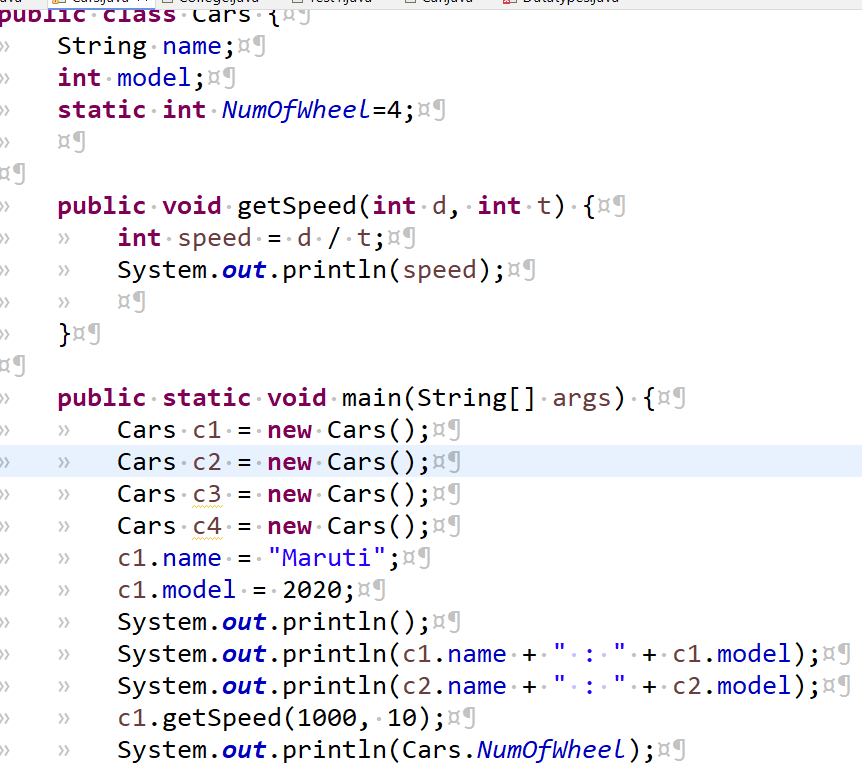
**Task 2**

**Create classes college, student and create multiple objects using the classes.**

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**Ex:**

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