Class:

* Class is a like a template where we can have multiple objects and methods.
* It consists of methods, variables, objects, constructors.

Object:

* Object is like having a state and behavior.
* It is a runtime entity
* Object is nothing but an instance of the class.

Method:

* Its like a function and what ever the logic you are writing that should ne written inside the method body.
* Code reusability.
* Code optimization.

Syntax:

className objectReference = new className(); // creating an object

objectReference.MethodName();

class Addition{

void add(){

…………

………….

}

Public static Void main(String[] args){

Addition addition = new Addition();

addition.add();

}

}

* New : when we are using new keyword it will allocate memory at runtime.
* All objects with new keyword will store in Heap memory area.

Constuctor:

Class Addition {

}

Addition addition = New Addition(); // runtime memory creation

Object 🡺 class instantiate 🡺 it is calling constructor with new keyword