Class

A class is a blueprint for the object.

We can think of class as an sketch of a **peacock** with labels. It contains all the details about the name, colors, size etc. Based on these descriptions, we can study about the parrot. Here, **peacock** is an object.

The example for class of parrot can be :

```
class Peacock:
    pass
```

Here, we use `class` keyword to define an empty class `Peacock`. From *class*, we construct *instances*. An instance is a specific object created from a particular class.

Object

An object (instance) is an *instantiation* of a class. When class is defined, only the description for the object is defined. Therefore, no memory or storage is allocated.

The example for object of parrot class can be:

```
obj = Peacock()
```

Here, `obj` is object of class `Peacock`