Object:
It is a generic term basically it is a Software bundle that has state(variables) and behavior (methods)

Class:
A blue print (template) for an object instance-it's a unique object thing for example you create an object two times what does that mean is you have created two instances

Let me give an example

```
Class student()
{
   private string firstName;
  public student(string fname)
  {
    firstName=fname;
  }
  Public string GetFirstName()
  {
    return firstName;
  }
}
```

Object example:
Student s1=new student("Martin"); Student s2=new student("Kumar");

The s1,s2 are having object of class Student

Instance:
s1 and s2 are instances of object student the two are *unique*. It can be called as *reference* also. Basically the s1 and s2 are variables that are assigned an object.

The concept behind classes and objects is to encapsulate logic into single programming unit. **Classes** are the blueprints of which objects are created. Here an example of a class representing a Car:

```
public class Car {

    int currentSpeed;
    String name;

    public void accelerate() {
    }

    public void park() {
    }

    public void printCurrentSpeed() {
    }
}
```

You can create **instances** of the **object** Car like this:
```
Car audi = new Car();
Car toyota = new Car();
```