1) A class is a collection of methods that operate on **the data belonging to a particular instance of that class. These are called Instance Methods**.

2) Using the class as a blueprint, the **NEW** keyword instantiates an object of the class type.

3) For a class’ field to be accessible from outside the class, you must annotate it with the **PUBLIC** keyword.

4) The default field accessibility is **PRIVATE**.

5) To initialize an object, you can write a **CONSTRUCTOR**.

6) You can deconstruct an object into a **TUPLE**.

7) If a reference has not been assigned, its value is **NULL**.

8) The **REF** and **OUT** keywords make method parameters modifiable.

9) Every class is a specialized version of the **SYSTEM.OBJECT** class.