Java contents:

1. **Classes and Objects**

A class in Java is a blueprint which includes all your data.  A class contain fields(variables) and methods to describe the behavior of an object

An object is a major element in a class which has a state and behavior. It is an instance of a class which can access your data.

**public** **class** Student {

String name ="Vinay" ; //global variable

**public** **void** display() //method

{

System.***out***.println("Name displayed: "+name);

}

**public** **static** **void** main(String[] args) {

Student student = **new** Student() ; //// Created an object

student.display(); // call method

}

}

Example: A dog has states - color, name, breed as well as behaviors – wagging the tail, barking, eating. An object is an instance of a class.

### What is Class?

A class is an entity that determines how an object will behave and what the object will contain. In other words, it is a blueprint or a set of instruction to build a specific type of object.

* **Class** - Dogs
* **Data members** or **objects**- size, age, color, breed, etc.
* **Methods**- eat, sleep, sit and run.