OOPs

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Let's say we are building an e-commerce application. In an e-commerce app, we have wide variety of `Products` . When we say the word `Products` we refer to a wide range of real life instances or commodities. For example: `Iphone 12` `macbook pro` etc these are real life products.

So in computer science we sometimes need to define a blueprint of real life instances. As in the above example `Products` is kinda like a blue print / template because every product will be having common properties i.e. every product has a name, has a price, has an image etc. So this blue print is not an actual real life instance but just an idea of what properties real life instances will be having. And things like `Iphone 12` `Iphone 13` `macbook pro` etc these are real life instances / entity .

Similarly for a building, an engineer first prepares the blue print of a flat, the blue print is not an actual flat, but just a concept that how flat will look, but when the workers actually complete the building, then we get multiple actual real flats.

So these products are concepts, but iphone, macbook are real life entitites.

These blueprints are called as `Class` and real life entity is called `objects`