

## Object Oriented Programming

- **class** - A class is like a blueprint or template. The factory machines are designed to make a car - that is the template for ALL Ford Escapes. We could probably name it the EscapeCar class.
- **object instance** - An instance is an object that is made from the class template. The blue Escape that the manager requested (and was able to physically sit in and drive) is referred to as an object or instance of the EscapeCar class.
- **attribute** - An attribute is a specific characteristic about an instance that has the potential of varying from other instances. With our Escapes, color, interior and engine would be attributes, because they weren't programmed into the template, but were extra information the manager was able to give for each specific instance of that class. The fact that the Escape has four wheels may also be an attribute; but it's not a dynamic attribute since all Escapes have four wheels.