**Class**

A class is a user defined blueprint or prototype from which objects are created.  It represents the set of properties or methods that are common to all objects of one type. A class is declared using **class** keyword.

A class in Java can contain:

* **fields**
* **methods**
* **constructors**
* **blocks**
* **nested class and interface**

In general, class declarations can include these components, in order:

1. **Modifiers** : A class can be public or has default access
2. **Class name:** The name should begin with a initial letter (capitalized by convention).
3. **Superclass(if any):** The name of the class’s parent (superclass), if any, preceded by the keyword extends. A class can only extend (subclass) one parent.
4. **Interfaces(if any):** A comma-separated list of interfaces implemented by the class, if any, preceded by the keyword implements. A class can implement more than one interface.
5. **Body:** The class body surrounded by braces, { }.

**Syntax**

