**Class and Object**

**Class :**

Class is a template for an object.

Class is a blueprint from which objects are created.

Class describes states and behaviour of an object.

Class contains variables and methods

Class Classname {

datatype variable1;

datatype variable1;

datatype variablen;

returntype methodName(parameter list);

returntype methodName1(parameter list);

returntype methodNameN(parameter list);

}

Example :

Class Animal {

String name;

int age;

String color;

String breed;

void sleeping();

void barking();

void running();

}

**Object :**

Object is a instance of a class.

**Example :**

class Example {

int a;

int b;

}

**How to create an object ?**



1. First we have to declare a reference variable for the class.

Example e1;

* e1 is a reference variable contains a value null, does not yet point to any

actual or physical object.

null

e1



1. we have to create an object by using new operator.

e1= new Exampe();

Example e1=new Example();

* e1 is a object reference pointing to the actual or physical object