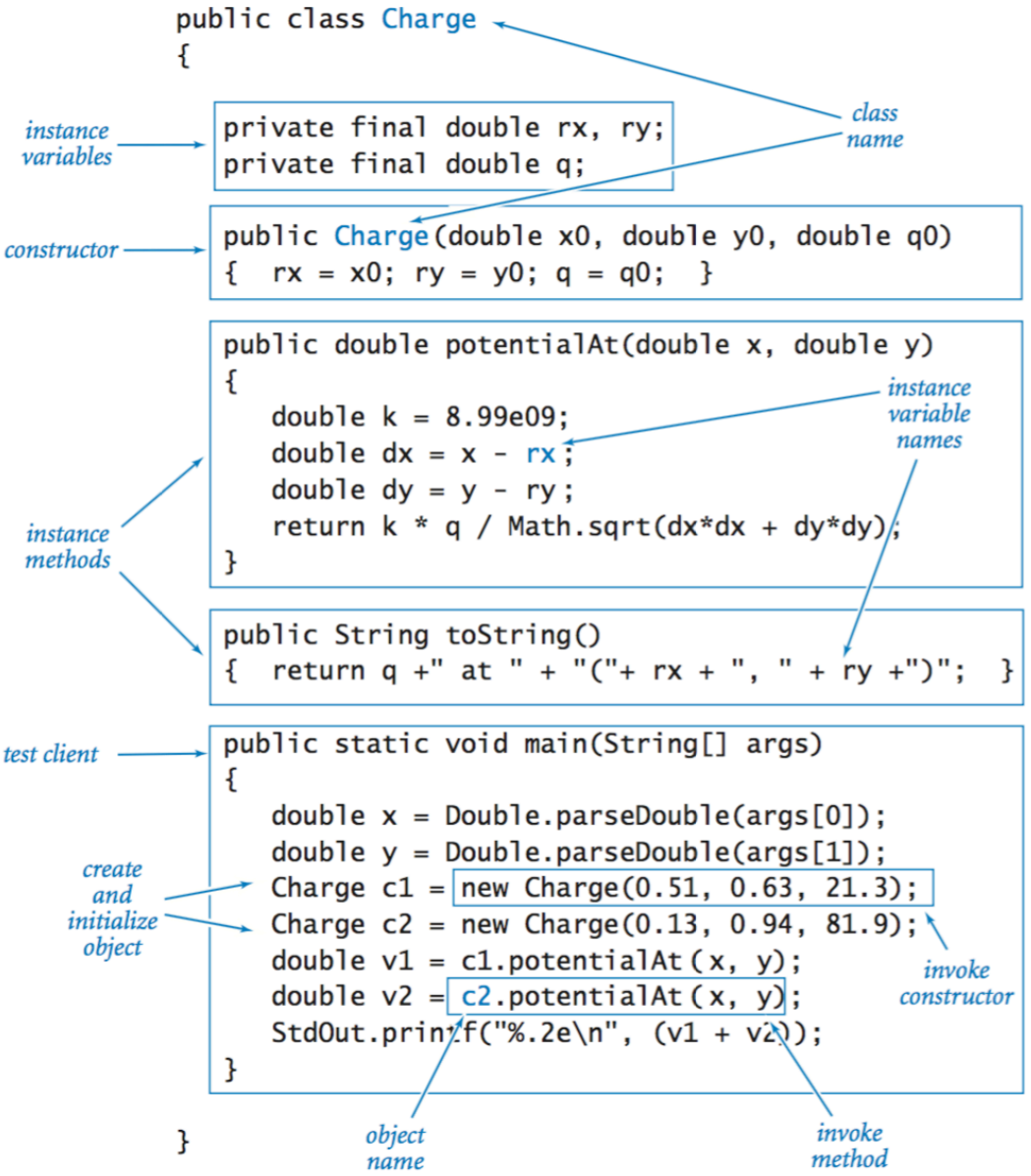
2. Class, Objects & Methods

- A **Class** can be considered as a blueprint using which you can create as many objects as you like.
- **Objects** have state and behaviour
- **Abstraction** is a process where you show only “relevant” data and “hide” unnecessary details of an object from the user.
- **Encapsulation** simply means binding object state(fields) and behaviour (methods) together. If you are creating class, you are doing encapsulation.
- **Association** establishes relationships between two Objects so as to enable Method Invocation

Class Specification



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