

class

A class can be defined as a template or a blueprint that describes the behavior and state that the objects of its type support. A class's body contains fields, methods and constructors.

Object

object is a specific instance of a class. It contains real values instead of variables.

method()

What is a method?

Set of statements (code) that usually perform a unique task. It can be invoked (or called) by name. All the code of a method (body) is surrounded between two braces. A good practice to name the method is to name it based on the task it performs. For example, if a method performs addition of some numbers, then `add()` would be a good name for that method.

What is a main method in java?

When a java program starts running, the entry point is the `main()` method. In other words, the program has to start execution from somewhere. That somewhere is the `main()` method. Any java class can be compiled without the `main()` method but a standalone application cannot run without the `main()` method. In a java program, `main()` method appears as follows:

```
public static void main(String[] args)
{
    //body of the program
}
```

public: It is an access specifier. In this case it can be accessed from anywhere

static: It is an access modifier. Here it means that we can call this method directly using class name without creating an object of it. This is necessary since `main` is called by the java interpreter before any objects are made.

void: It is the return type. void methods do not return any values.

main(): method name. `String[] args` means it accepts String type argument.

Access Modifiers

public static void method1(argument1, argument2)

Access modifiers dictate which class can use certain methods.

Access modifiers for methods()

The diagram below will be explained in class.

