Objects:

* In Java, objects are fundamental building blocks of Object-Oriented Programming (OOP).
* They represent real-world entities and concepts in a software system.
* Imagine you have a class called Car, which serves as a blueprint defining properties and behaviors common to all cars. Now, when we want to work with a specific car, such as a Toyota Camry, we create an object of the Car class to represent that particular instance.
* This object encapsulates the data (like brand, model, and year) and behavior (like accelerating, braking) defined in the Car class. So, in essence, objects are instances of classes, allowing us to model and manipulate complex systems in a more intuitive and modular way.
* They enable us to achieve key OOP principles like encapsulation, inheritance, and polymorphism, making our code more organized, reusable, and easier to maintain.