USER DEFINED CLASSES

- Actually, all Java source code belongs to class. Two Types:
  - Application and applet classes
  - Service Classes/ user-defined classes

- A class encapsulates the data and functionality for an object.

Access Modifier: specifies where the class or member can be used.

 Public: allows class or members of a class to be used by members of same or other classes.

 Private: allows class or members of a class to be used by members of same class.

 Protected: No modifier at all, which results in package access (classes in same package).

Encapsulation: A protective shell around data, mainly for data hiding.

Also, 'static' keyword means that the Java Virtual Machine can call main to start the application running without first instantiating an object.

A **constructor** is a special method that is called when an object is instantiated using the new keyword. The job of the class constructor is to initialize the fields of the new object.