## 4.0 Objects Revisited

There are two "sides" when dealing with objects & classes

### The client Side

Usually the main method.
Its where we instantiate objects
and interact with them

```
String       Str = new String("Hello");
SmileyFace  S = new SmileyFace(1, 2, ...);
```

Class        object    Instantiates   class    parameters
name         variable  an             name
                       object         again

### The class definition side

A file that defines the
blueprint for a class of
objects.

i.e. SmileyFace.java