## Understanding the Java Class Structure:

In Java programs, classes are the basic building blocks. When defining a *class*, you describe all the parts and characteristics of one of those building blocks. To use most classes, you have to create objects. An *object* is a runtime instance of a class in memory. All the various objects of all the different classes represent the state of your program.

**Fields and Methods:**

Java classes have two primary elements:

1. **Methods:** often called functions or procedures in other languages,
2. **Fields:** more generally known as variables.

Together these are called the members of the class. Variables hold the state of the program, and methods operate on that state. If the change is important to remember, a variable stores that change.

The simplest Java class you can write looks like this:

public class Animal {

}

Java calls a word with special meaning a keyword. **public** and **class** are keywords in java.