* Class & object:

1. **Class: -** A **class** is a blueprint or template that defines the **data members** (variables) and **member functions** (methods) that objects created from the class will have.
2. **object: -** An **object** is an instance of a class. It is a real-world entity that has **state** (data) and **behavior** (functions).

**Example:**

**including <iostream>**

**using namespace std;**

**class Student {**

**public:**

**string name.**

**void display () {**

**cout << "Name: " << name << endl;**

**}**

**};**

**int main () {**

**Student s1;**

**s1.name = "Jiya";**

**s1.display();**

**return 0;**

**}**