Why would you want to write your code in an object-oriented programming language?

Writing code in an object-oriented programming (OOP language provides several advantages. OOP allows for modularity, where different parts of the code can be organized into separate entities (classes and objects) that are easier to manage, maintain and update. It promotes readability because you can create new objects based on existing classes, making your code more efficient and reducing redundancy. Additionally OOP enhances code readability. It allows for easier debugging, testing and collaboration between teams working on different components of the system.

What's the difference between a class and an object?

A class is a blueprint or template for creating objects. It defines the attributes (properties) and behaviors (methods) that the objects created from it will have. Think of a class as an idea or a design, like a Train class that has attributes like brand and model and behaviors like moving or stopping. An object, on the other hand, is an instance of that class. It's a specific realization of the class with concrete values. For example, if the Train class is the design, an object would be a specific train, like a NS sprinter. Essentially, a class defines the structure and actions, while objects are actual representations of that structure in memory.