* An object is an entity with a specific identity, characteristics and behaviour.
* A class is a blueprint of a set of objects that have a common structure and common behaviour.
* All Java programs consist of objects (data and behaviour) that interact with each other by calling methods. All data is stored in objects which are instances of a class. Without classes, there are no objects, and without objects no computation can take place. Thus classes form the basis of all computation in Java.