Object

* Object is real world entity.
* Syntax:

className referenceName = new className ();

* While creating object we can called both implicit constructor and explicit constructor.
* If you want to allocate a memory to class we will create an object.
* If you want to access variables a memory should be created. So that's why we create object.
* For one class we can create N number of objects. For each object different memory created.
* Object can contain methods and variables in it.
* We can create one class object into another class.