# JAVA OOP

Purpose or OOP languages is to implement real word entities

**OBJECT** is runtime entity that has state and behavior. Object is created from the class or instance of class. Everything that surrounds us is ab object (pen, table, chair, car)

For example, dog is an object.

* It has state - color, name, whiskers
* It has behavior – barking, eating, wagging tail

Object has address to the memory and therefore it takes up some space

**CLASS** is blue print from which you can create [objects]

# INHERITANCE