A real-life object I would model using a class is a house. This makes sense because every house is built from a blueprint, just like objects are created from a class in programming. A class would allow me to define the key characteristics of a house, such as the number of bedrooms, bathrooms, the size of the garage, the layout of the yard, and the overall square footage. I could also include behaviors, like turning lights on or off, opening the garage, or calculating the property's value. Modeling a house as a class captures both its structure and functionality, making it a clear example of how object-oriented programming represents real-world concepts.