CLASSES AND OBJECTS

* Class:
  + A class is the blueprint from which specific objects are created.
  + Syntax:
    - class Class\_Name:

statement 1

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statement-n

1. Class Variable:
   1. A variable that is shared by all instances of a class.
2. Instance Variable:
   1. Instance variable unique to each instance.
3. Data member:
   1. A class variable or instance variable that holds data associated with a class and its object.