**Class**

“Class is a blue print or a template to create an object”. A class specifies the design of an object. It states what data an object can hold and the way it can behave.

Example

Class Car{

Class Body

}

Class Fruit{

Class Body

}

**Members of class**

1. **Variables (Fields)**

Variable is named memory location which can hold value and the value can change any number of times during execution. It is also an identifier in java.

(Rules are same as class while naming the variable)

int i; //Declaration

i=10; //Initialization

int i=10; //both Declaration and Initialization

**Local variable:** Variable which is declared within a method or block.

Before utilize local variable it should be initialized.

**Global variable:** Variable which is declared within a class and outside of any method or a block. Declaration and initialization should be done in same line. If you are utilizing without initialization it will take default value.