# Classes vs. Objects

* Class: building blocks. Template to create objects
* Objects: runtime instances of classes
* State: all objects of all our classes

**Class members**

* Fields: class-level variables
* Methods: *functions*, *procedures*
* Method signature:
* access modifier return type methodName(parameter type parameter name, ...)

## Valid class

public class Person {

}

...

class House {

Person owner;

int rooms;

void cleanRoom(int roomNumber) {}

}

**Java building blocks**

* **Classes**
* **Interfaces**
* Enums (OCP)