Class

**A class is a blueprint / prototype from which objects are created.**

A class is a group of objects which have common properties.

Object

**instance of a class**,

**real-world entity**,

runtime entity

**State:** represents the data (value) of an object.

**Behavior:** represents the behavior (functionality) of an object.

**Identity:** An object identity is typically implemented via a unique ID. The value of the ID is not visible to the external user. However, it is used internally by the JVM to identify each object uniquely.

Constructor

**Constructor is used to create the instance of the class.**

**Constructor is used to initialize an object.**

Properties:

1. Constructor name is same as class name.
2. It doesn’t have return type.