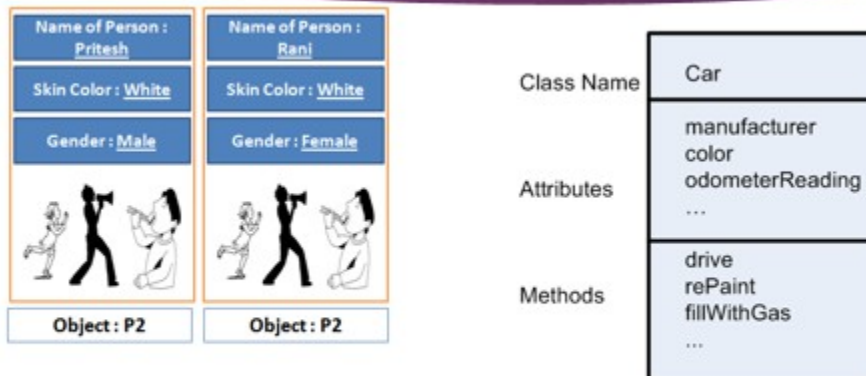
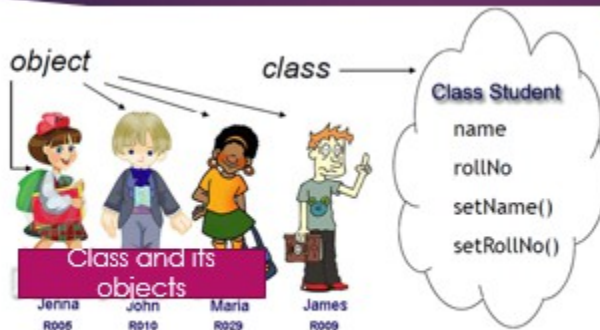


# Classes and Objects

- **Class** - A class can be defined as a template/blue print that describes the behaviors/states that object of its type support.
- **Object** - Objects have states and behaviors. Example: A dog has states - color, name, breed as well as behaviors -wagging, barking, and eating. An object is an instance of a class.

## Examples



## What goes in class???

- ▶ The class represents the blueprint of your object.
- ▶ The class must go within a pair of curly braces.
- ▶ Class has one or more methods.
- ▶ Methods should be declared inside class.

```
public class Dog {  
  
  
  
  
  
  
  
  
  
}
```

**class**

```
public class Dog {  
    void bark() {  
  
  
    }  
}
```

**method**

```
public class Dog {  
    void bark() {  
        statement1;  
        statement2;  
    }  
}  
statements
```

## How to create Object of the class??

### Creating Objects

Car c = new Car();

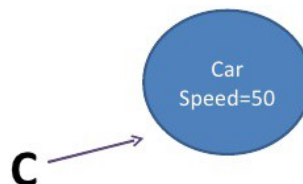


Declaration



Instantiation

**C** is the reference which holds the memory address of the Car object



**Car(Class)**



**Mercedes**



**Audi**

**(Objects)**

