Object:

- Objects are created from a class
- To create an object of a Class, specify the class name, followed by the object/reference name, and use the keyword "**new**" (We can initialize that object by using constructors).
- We can create multiple objects of one class.

Note: **reference** is the address of the memory location where the object is stored

Variable:

- A variable provides identity to memory location
- Using variables we can process the information easily
- Variables can also be called as References & Identifiers