**Class & Objects**

**Class:**

* A class is like a blueprint it defines the data and behavior of a type.
* It’s a construct that enables you to create your own custom types by grouping together variables of various types, methods and events.

**Syntax:**

A class is declare using class keyword followed by class name.

Public class Vehicle

{

// Properties

// Methods

}

Ex:

Public class Vehicle

{

Make, Year, Model, Series, Trim;

Start ();

Drives ();

Stop ();

}

**Object:**

* An Object is basically a block of memory that has been allocated and configured according to the blueprint (class).
* Objects are also referred as instance of a class.

**Syntax:**

Objects are crated using the new keyword followed by the name of the class that the object will be based on.

Vehicle objBMW = new Vehicle(); //creates instance objBMW of Vehicle class.

Vehicle objAudi = new Vehicle(); //creates instance objAudi of Vehicle class.