



The properties of a real-life object can be modeled as fields in a Java class.

The "things that can happen" to the object can be modeled as methods in a Java class. Methods in a class are just the preferred way to manipulate the fields, or other data.

Fields and methods in a class are collectively known as members (even though we usually just call them fields and methods).

A pencil!

It can have these properties:

- Finite amount of graphite
- Finite amount of eraser
- Type of material

These things typically happen with a pencil:

- Write
- Erase

(that's about it)

A Java class is simply a definition, or a blueprint. That blueprint is used in the actual program when the programmer instantiates the class, and therefore creates an object based on the class.

The important information to know is this:

A Java class is a definition.

A Java object is an instance of the class.