What is class in programming?

In programming, a class is a blueprint or a template that defines the structure and behavior of objects.

It serves as a reusable programming construct that encapsulates data (member variables) and functions (member functions).

Syntax for defining a class in C++:

```
class ClassName {
    // Member variables
    // Member functions
};
```

What is an object in programming?

In programming, an object is an instance of a class.

Syntax to creates a class object:



ClassName objectName;

Program to show use of Class and Object in C++:

```
#include <iostream>
class Papa { // create class Papa
public:
    int age=30; // member variable

    void show() //member function
    {
        cout <<age;
    }
};

void main() {
    Papa obj; // create object obj
    obj.show();
}

C++ Output

30</pre>
```

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