Object

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An **Object** is a thing object one thinks about first in designing a program and they are also the units of code that are eventually derived from the process. In Object-Oriented Programming (OOP), each object is made into a generic class of objects and even more, generic classes are defined so that objects can share models and reuse the class definitions in their code. Each object is an instance of a particular class or subclass with the class's own methods or procedures and data variables. An object is what actually runs in the computer.

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