Field (8.1) (data inside each object)
  type name;

Method (8.2) (behavior inside each object)
  public type name(parameters) {
    statements;
  }

toString method (8.6) (called when an object is printed)
  public String toString() {
    code that produces/returns a String;
  }

Example complete class:
  import java.awt.*; // for Graphics
  // A Point object represents a location on the (x, y) plane.
  public class Point {
    int x;
    int y;

    // Returns the distance between this point and the given other Point p2.
    public double distance(Point p2) {
      int dx = x - p2.x;
      int dy = y - p2.y;
      return Math.sqrt(dx * dx + dy * dy);
    }

    // Shifts this Point's x/y position by the given amounts.
    public void translate(int dx, int dy) {
      x += dx;
      y += dy;
    }

    // Returns a String representation of this Point, such as "(5, 18)".
    public String toString() {
      return "{" + x + ", " + y + "}";
    }
  }

Client Program (a program that uses objects)
  public class PointMain {
    public static void main(String[] args) {
      Point p1 = new Point(5, -2);
      Point p2 = new Point(14, 6);
      p1.translate(4, 8);
      double d = p1.distance(p2);
      System.out.println(p1 + " t " + p2 + " = " + d);
    }
  }