## 分析一个水杯的属性和功能，使用类描述并创建对象

高度，容积，颜色，材质

能存放液体

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| class Cup:  \_\_height = 0  \_\_volume = 0  \_\_color = ""  \_\_material = ""  def setHeight(self, username):  self.\_\_height = username  def getHeight(self):  return self.\_\_height  def setVolume(self, username):  self.\_\_volume = username  def getVolume(self):  return self.\_\_volume  def setColor(self, username):  self.\_\_color = username  def getColor(self):  return self.\_\_color  def setMaterial(self, username):  self.\_\_material = username  def getMaterial(self):  return self.\_\_material  def use(self, water):  if water <= self.\_\_volume:  print(self.\_\_color + "的," + self.\_\_material + "杯子装了" + str(water) + "毫升水")  else:  print("水太多了，装不下")  c = Cup()  c.setHeight(15)  c.setVolume(300)  c.setColor("红色")  c.setMaterial("陶瓷")  c.use(300) |

## 有笔记本电脑（屏幕大小，价格，cpu型号，内存大小，待机时长），行为（打字，打游戏，看视频）

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| class Computer:  \_\_screen\_size = 0  \_\_price = 0  \_\_CPU\_model = ""  \_\_memory\_size = 0  \_\_standby\_time = 0  def setScreen\_size(self, username):  self.\_\_screen\_size = username  def getScreen\_size(self):  return self.\_\_screen\_size  def setPrice(self, username):  self.\_\_price = username  def getPrice(self):  return self.\_\_price  def setCPU\_model(self, username):  self.\_\_CPU\_model = username  def getCPU\_model(self):  return self.\_\_CPU\_model  def setMemory\_size(self, username):  self.\_\_memory\_size = username  def getMemory\_size(self):  return self.\_\_memory\_size  def setStandby\_time(self, username):  self.\_\_standby\_time = username  def getStandby\_time(self):  return self.\_\_standby\_time  def Typing(self, content):  print("我刚刚在打" + content)  def playGame(self, game):  print("我在用" + self.\_\_CPU\_model + "的CPU打" + game)  def Watching(self, video):  print("我在用" + str(self.\_\_screen\_size) + "寸的屏幕看" + video)  c = Computer()  c.setScreen\_size(24)  c.setPrice(8000)  c.setCPU\_model("AMD,yes")  c.setMemory\_size(16)  c.setStandby\_time(24)  c.Typing("代码")  c.playGame("小胡子的养成4")  c.Watching("B站") |

### 先构思面向对象版的中国工商银行系统