

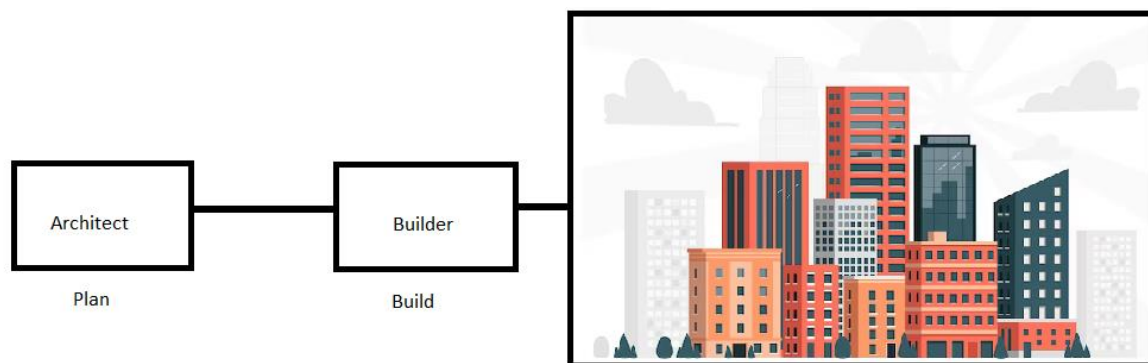
### **OOPS: (Object-Oriented Programming System)**

Object-Oriented Programming is a methodology or paradigm to design a program using classes and objects. It simplifies software development and maintenance by providing some concepts: Object. Class. Inheritance

### **POP: (Procedure Oriented Programming)**

Procedural programming is a programming paradigm that uses a linear or top-down approach. It relies on procedures or subroutines to perform computations. Procedural programming is also known as imperative programming.

Suppose, you want to make 1000 floor building then. Architect will provide the plan. That plan is referred as class, and each floor is refer as object.



### **What is Class:**

In Python everything is an object. To create objects, we required some Model or Plan or Blue print, which is nothing but class.

We can write a class to represent properties (attributes) and actions (behaviour) of object.

Properties can be represented by variables

Actions can be represented by Methods.

Hence class contains both variables and methods.

### How to define a Class?

We can define a class by using class keyword.

#### Syntax:

```
class className:
```

```
    """ documenttation string """
```

```
    variables:instance variables,static and local variables methods:
```

```
    instance methods,static methods,class methods
```

Documentation string represents description of the class. Within the class doc string is always optional. We can get doc string by using the following 2 ways.

```
print(classname.__doc__)  
help(classname)
```

#### Example:

```
class Student:  
    """ This is student class with required data"""  
    print(Student.__doc__)  
    help(Student)
```

Within the Python class we can represent data by using variables.

There are 3 types of variables are allowed.

Instance Variables (Object Level Variables)

Static Variables (Class Level Variables)

Local variables (Method Level Variables)

Within the Python class, we can represent operations by using methods. The following are various types of allowed methods

Instance Methods

Class Methods

Static Methods

#### Example for Class:

```
class Student:  
    """Developed by durga for python demo"""  
    def __init__(self):  
        self.name='durga'  
        self.age=40  
        self.marks=80  
  
    def talk(self):  
        print("Hello I am :",self.name)  
        print("My Age is:",self.age)  
        print("My Marks are:",self.marks)
```

### What is Object:

Physical existence of a class is nothing but object. We can create any number of objects for a class.

### Syntax to Create Object: referencevariable = classname()

### Example: s = Student()

### What is Reference Variable?

The variable which can be used to refer object is called reference variable.

By using reference variable, we can access properties and methods of object.

**Program:** Write a Python program to create a student class and creates an object to it. Call the method talk() to display student details

```
class Student:

    def __init__(self,name,rollno,marks):
        self.name=name
        self.rollno=rollno
        self.marks=marks

    def talk(self):
        print("Hello My Name is:",self.name)
        print("My Rollno is:",self.rollno)
        print("My Marks are:",self.marks)

s1=Student("Durga",101,80)
s1.talk()
```

### Output:

```
D:\durgaclass>py test.py
Hello My Name is: Durga
My Rollno is: 101
My Marks are: 80
```

### Self Variable:

self is the default variable which is always pointing to current object (like this keyword in Java)  
By using self, we can access instance variables and instance methods of object.

### Important point to consider:

- 1) Whenever we are creating a object constructor would be executed.
- 2) When we are creating object PVM will create object and allocate memory
- 3) We can use reference variable to assign value to created object.
- 4) By using reference variable, we can access the object.

### Why we need self-method?

We can access outside variable and method by reference object but if you want to access inside variable then we need to define self-method.

1. self is a reference variable, which is always pointing to current object. Within the python class, to access current object, we can use self.
2. The first argument to the constructor is always self. The first argument to the instance method is always self. We are not required to provide value for self variable, PVM itself will provide value.
3. We can use self always within the class only. Inside constructor, we can use self to declare object related variables(instance variables) I Inside instance method, we can use self to access the values of instance variables.
4. self is not a keyword. We can use any name like delf/kelf etc.

Note:

self should be first parameter inside constructor def  
\_\_init\_\_(self):

self should be first parameter inside instance methods def  
talk(self):

Program to prove we can give any name

```
class Student:
    def __init__(delf,name,rollno,marks):
        delf.name=name
        delf.rollno=rollno
        delf.marks=marks

    def talk(self):
        print('Hello I am:',self.name)
        print('My Roll Number:',self.rollno)
        print('My Marks :',self.marks)

s1=Student('Sunny',101,90)
s2=Student('Bunny',102,95)
s1.talk()
s2.talk()
```

Object creation vs Object initialization

Baby born

Naming ceremancy

Object created

Object initialization

### Program to prove self is refer to current variable/method

```
class Test:
    def __init__(self):
        print('Address of object refered by self:', id(self))

t=Test()
print('Address of object refered by t:', id(t))
```

### Program to explain assignment

```
class Student:
    def __init__(self,x,y,z):
        self.name=x
        self.rollno=y
        self.marks=z
    def talk(self):
        print('Hello I am:',self.name)
        print('My Roll Number:',self.rollno)
        print('My Marks :',self.marks)

s1=Student('Sunny',101,90)
print('Student1:',s1.name,s1.rollno,s1.marks)
s2=Student('Bunny',102,95)
```

### Constructor Concept:

The complete postmortem about constructors:

1. Constructor is a special method.
  2. The name of the constructor is always `__init__()`
  3. We are not required to call constructor explicitly. It will be executed automatically when we are creating an object.
  4. per object, constructor will be executed only once.
  5. The main purpose of constructor is to declare and initialize instance variables  
`__init__` means initialization
  6. Constructor should take atleast one argument (atleast self)
  7. Within the python class constructor is optional. If we are not providing constructor default constructor will be provided by PVM.
  8. We can call constructor explicitly, then it will be executed just like a normal method and new object won't be created.
  9. constructor/method overloading not possible in python.
- If we are trying to declare multiple constructors, PVM will always consider only last constructor.

```
def __init__(self,name,rollno,marks):
    self.name=name
    self.rollno=rollno
    self.marks=marks
```

**Program to demonstrate Constructor will execute only once per Object:**

```
class Test:

    def __init__(self):
        print("Constructor exeuction...")

    def m1(self):
        print("Method execution...")

t1=Test()
t2=Test()
t1.m1()
```

Output

Constructor exeuction...  
Constructor exeuction...  
Method execution...

Program:

```
class Student:

    """ This is student class with required data"""
    def __init__(self,x,y,z):
        self.name=x
        self.rollno=y
        self.marks=z

8)
def display(self):
print("Student Name:{}\nRollno:{} \nMarks:{}".format(self.name,self.rollno,self
    .marks))
11)
s1=Student("Durga",101,80)
s1.display()
s2=Student("Sunny",102,100)
s2.display()
```

Output

Student Name: Durga  
Rollno:101  
Marks:80

Student Name: Sunny  
Rollno:102  
Marks:100



### Mini Application:

-----

#### Movie class

Creation multiple Movie objects

Add these objects to the list

try to get these objects one by one from the list and  
invoke Movie class functionality on that object.

```
class Movie:
    ''' Movie class developed by Durga for Python Demo Purpose'''
    def __init__(self,title,hero,heroine):
        self.title=title
        self.hero=hero
        self.heroine=heroine

    def info(self):
        print('Movie Name:',self.title)
        print('Hero Name:',self.hero)
        print('Heroine Name:',self.heroine)

list_of_movies=[]
while True:
    title=input('Enter Movie Name:')
    hero=input('Enter Hero Name:')
    heroine=input('Enter Heroine Name:')
    m=Movie(title,hero,heroine)
    list_of_movies.append(m)
    print('Movie added to the list successfully')
    option=input('Do YOu want to add one more movie [Yes|No]:')
    if option.lower() == 'no':
        break

print('All Movies Information...')
print('#'*40)
for movie in list_of_movies:
    movie.info()
    print()
```

### Differences between Methods and Constructors

| Method   | Constructor   |
|--|---|
| 1) Name of method can be any name                        | 1) Constructor name should be always __init__                                 |
| 2) Method will be executed if we call that method        | 2) Constructor will be executed automatically at the time of object creation. |
| 3) Per object, method can be called any number of times. | 3) Per object, Constructor will be executed only once                         |
| 4) Inside method we can write business logic             | 4) Inside Constructor we have to declare and initialize instance variables    |

### Deep Dive into variable:

Inside Python class 3 types of variables are allowed.

Instance Variables (Object Level Variables)

Static Variables (Class Level Variables)

Local variables (Method Level Variables)

### Instance Variables:

If the value of a variable is varied from object to object, then such type of variables is called instance variables.

For every object a separate copy of instance variables will be created.

### Static Variables:

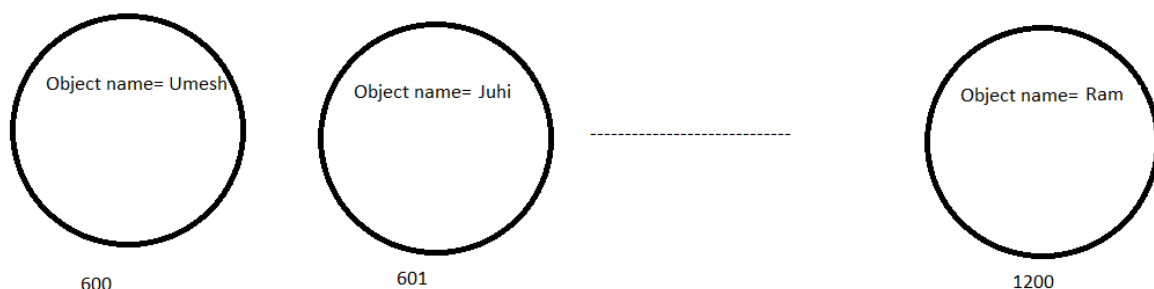
If the value of a variable is not varied from object to object, such type of variables we have to declare with in the class directly but outside of methods. Such types of variables are called Static variables.

For total class only one copy of static variable will be created and shared by all objects of that class.

We can access static variables either by class name or by object reference. But recommended to use class name.

Example: let's say all the 600 Student belongs to same course then we can define them as static

Suppose, we have 600 objects which are created from 1 class:



All the variable above is instance variable.

### Local Variables:

Sometimes to meet temporary requirements of programmer, we can declare variables inside a method directly, such type of variables are called local variable or temporary variables.

Local variables will be created at the time of method execution and destroyed once method completes.

Local variables of a method cannot be accessed from outside of method.

```
class Test:
    def m1(self):
        a=1000
        print(a)
    def m2(self):
        b=2000
        print(b)
t=Test()
t.m1()
t.m2()
```



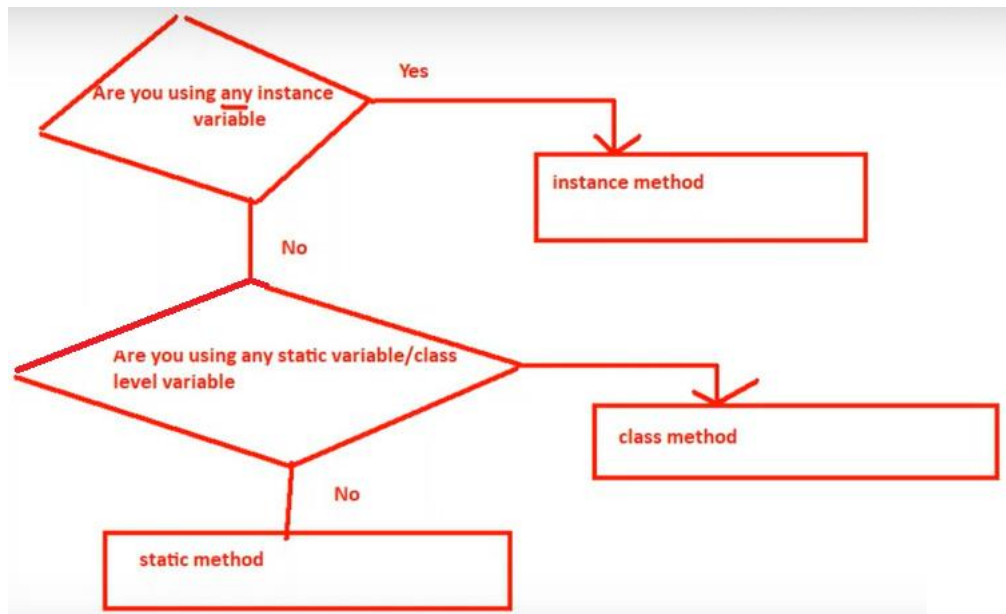
Output

1000

2000

Depending on the usage of variable we can define method. Python support 3 types of method-

- 1) Instance method, 2) Class method, and 3) Static method.



How we can define class level variable and instance variable-

```
class Student:
    collegeName='DURGASOFT'
    def __init__(self,name,rollno):
        self.name=name
        self.rollno=rollno
```

instance variable+static variable+local variable--->instance method  
static variables + local variables --->class method  
local variables --->static method

The first argument to the instance method: self, which is pointing to current object  
The first argument to the class method: cls, which is pointing to corresponding class object.

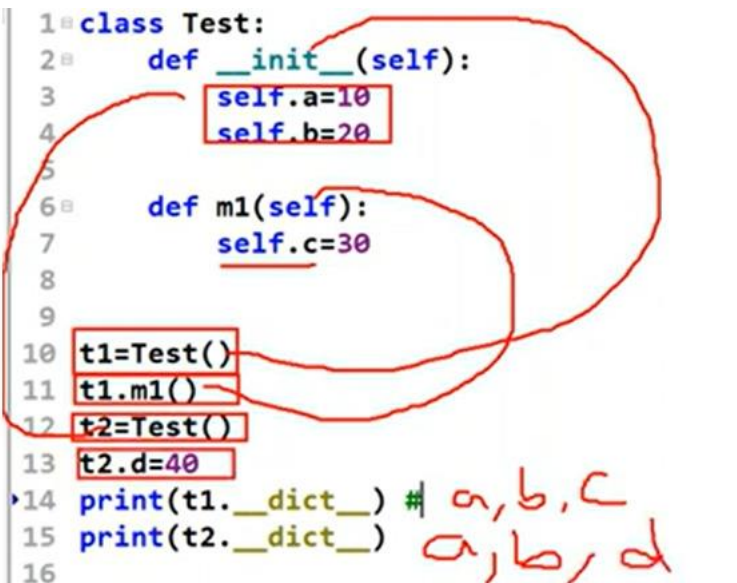
instance method-->no decorator  
class method-->@classmethod  
static method-->@staticmethod

```
class Student:
    collegeName='DURGASOFT'
    director='Nagoor'
    def __init__(self,name,rollno):
        self.name=name
        self.rollno=rollno

    def getStudentInfo(self):
        print('Student Name:',self.name)
        print('Student Rollno:',self.rollno)

    @classmethod
    def getCollegeInfo(cls):
        print('College Name:',cls.collegeName)
        print('Director Name:',cls.director)
```

```
1 class Test:
2     def __init__(self):
3         self.a=10
4         self.b=20
5
6     def m1(self):
7         self.c=30
8
9
10    t1=Test()
11    t1.m1()
12    t2=Test()
13    t2.d=40
14    print(t1.__dict__) # a,b,c
15    print(t2.__dict__) # a,b,d
16
```



### Types of Variables:

Inside Python class 3 types of variables are allowed.

Instance Variables (Object Level Variables)

Static Variables (Class Level Variables)

Local variables (Method Level Variables)

### Instance Variables:

If the value of a variable is varied from object to object, then such type of variables are called instance variables.

For every object a separate copy of instance variables will be created.

### Where we can declare Instance Variables:

Inside Constructor by using self-variable

Inside Instance Method by using self-variable

Outside of the class by using object reference variable

### Inside Constructor by using Self Variable:

We can declare instance variables inside a constructor by using self keyword. Once we creates object, automatically these variables will be added to the object.

```
class Employee:

    def __init__(self):
        self.eno=100
        self.ename='Durga'
        self.esal=10000
```

```
e=Employee()
print(e.__dict__)
```

Output: {'eno': 100, 'ename': 'Durga', 'esal': 10000}

### Inside Instance Method by using Self Variable:

We can also declare instance variables inside instance method by using self variable. If any instance variable declared inside instance method, that instance variable will be added once we call taht method.

```
class Test:

    def __init__(self):
        self.a=10
        self.b=20

    def m1(self):
        self.c=30

t=Test()
t.m1()
print(t.__dict__)
```

Output: {'a': 10, 'b': 20, 'c': 30}

#### Outside of the Class by using Object Reference Variable:

We can also add instance variables outside of a class to a particular object.

```
class Test:

    def __init__(self):
        self.a=10
        self.b=20
    def m1(self):
        self.c=30

t=Test()
t.m1()
t.d=40
print(t.__dict__)
```

Output {'a': 10, 'b': 20, 'c': 30, 'd': 40}

#### How to Access Instance Variables:

We can access instance variables with in the class by using self variable and outside of the class by using object reference.

```
class Test:

    def __init__(self):
        self.a=10
        self.b=20
    def display(self):
        print(self.a)
        print(self.b)
9)

    t=Test()
    t.display()
    print(t.a,t.b)
```

Output

10  
20  
10 20

#### How to delete Instance Variable from the Object:

Within a class we can delete instance variable as follows `del self.variableName`

From outside of class we can delete instance variables as follows `del objectreference.variableName`

```
class Test:
    def __init__(self):
        self.a=10
        self.b=20
        self.c=30
        self.d=40
    def m1(self):
        del self.d
```

```
t=Test()
print(t.__dict__)
t.m1()
print(t.__dict__)
del t.c
print(t.__dict__)
```

**Output**

{'a': 10, 'b': 20, 'c': 30, 'd': 40}

{'a': 10, 'b': 20, 'c': 30}

{'a': 10, 'b': 20}

Note: The instance variables which are deleted from one object, will not be deleted from other objects.

```
class Test:
    def __init__(self):
        self.a=10
        self.b=20
        self.c=30
        self.d=40
7) t1=Test()t2=Test()

del t1.a
print(t1.__dict__)
print(t2.__dict__)
```

**Output**

{'b': 20, 'c': 30, 'd': 40}

{'a': 10, 'b': 20, 'c': 30, 'd': 40}

If we change the values of instance variables of one object then those changes won't be reflected to the remaining objects, because for every object we are separate copy of instance variables are available.

```
class Test:
    def __init__(self):
        self.a=10
        self.b=20

t1=Test()
t1.a=888
t1.b=999
t2=Test()
print('t1:',t1.a,t1.b)
print('t2:',t2.a,t2.b)
```

**Output** t1: 888 999 and t2: 10 20



## 2) Static Variables:

- ☕ If the value of a variable is not varied from object to object, such type of variables we have to declare within the class directly but outside of methods. Such types of variables are called Static variables.
- ☕ For total class only one copy of static variable will be created and shared by all objects of that class.
- ☕ We can access static variables either by class name or by object reference. But recommended to use class name.

## Instance Variable vs Static Variable:

**Note:** In the case of instance variables for every object a separate copy will be created, but in the case of static variables for total class only one copy will be created and shared by every object of that class.

```
1) class Test:
2)     x=10
3)     def __init__(self):
4)         self.y=20
5)
6) t1=Test()
7) t2=Test()
8) print('t1:',t1.x,t1.y)
9) print('t2:',t2.x,t2.y)
10) Test.x=888
11) t1.y=999
12) print('t1:',t1.x,t1.y)
13) print('t2:',t2.x,t2.y)
```

### Output

```
t1: 10 20
t2: 10 20
t1: 888 999
t2: 888 20
```

## Various Places to declare Static Variables:

- 1) In general we can declare within the class directly but from outside of any method
- 2) Inside constructor by using class name
- 3) Inside instance method by using class name
- 4) Inside classmethod by using either class name or cls variable
- 5) Inside static method by using class name





```
1) class Test:
2)     a=10
3)     def __init__(self):
4)         Test.b=20
5)     def m1(self):
6)         Test.c=30
7)     @classmethod
8)     def m2(cls):
9)         cls.d1=40
10)        Test.d2=400
11)     @staticmethod
12)     def m3():
13)         Test.e=50
14) print(Test.__dict__)
15) t=Test()
16) print(Test.__dict__)
17) t.m1()
18) print(Test.__dict__)
19) Test.m2()
20) print(Test.__dict__)
21) Test.m3()
22) print(Test.__dict__)
23) Test.f=60
24) print(Test.__dict__)
```

## How to access Static Variables:

- 1) inside constructor: by using either self or classname
- 2) inside instance method: by using either self or classname
- 3) inside class method: by using either cls variable or classname
- 4) inside static method: by using classname
- 5) From outside of class: by using either object reference or classname

```
1) class Test:
2)     a=10
3)     def __init__(self):
4)         print(self.a)
5)         print(Test.a)
6)     def m1(self):
7)         print(self.a)
8)         print(Test.a)
9)     @classmethod
10)    def m2(cls):
11)        print(cls.a)
12)        print(Test.a)
```



```
13) @staticmethod
14) def m3():
15)     print(Test.a)
16) t=Test()
17) print(Test.a)
18) print(t.a)
19) t.m1()
20) t.m2()
21) t.m3()
```

## Where we can modify the Value of Static Variable:

Anywhere either with in the class or outside of class we can modify by using classname.  
But inside class method, by using cls variable.

```
1) class Test:
2)     a=777
3)     @classmethod
4)     def m1(cls):
5)         cls.a=888
6)     @staticmethod
7)     def m2():
8)         Test.a=999
9) print(Test.a)
10) Test.m1()
11) print(Test.a)
12) Test.m2()
13) print(Test.a)
```

### Output

777  
888  
999

\*\*\*\*\*

## If we change the Value of Static Variable by using either self OR Object Reference Variable:

If we change the value of static variable by using either self or object reference variable, then the value of static variable won't be changed, just a new instance variable with that name will be added to that particular object.

```
1) class Test:
2)     a=10
3)     def m1(self):
4)         self.a=888
```



```
5) t1=Test()  
6) t1.m1()  
7) print(Test.a)  
8) print(t1.a)
```

#### Output

10  
888

```
1) class Test:  
2)     x=10  
3)     def __init__(self):  
4)         self.y=20  
5)  
6) t1=Test()  
7) t2=Test()  
8) print('t1:',t1.x,t1.y)  
9) print('t2:',t2.x,t2.y)  
10) t1.x=888  
11) t1.y=999  
12) print('t1:',t1.x,t1.y)  
13) print('t2:',t2.x,t2.y)
```

#### Output

t1: 10 20  
t2: 10 20  
t1: 888 999  
t2: 10 20

```
1) class Test:  
2)     a=10  
3)     def __init__(self):  
4)         self.b=20  
5) t1=Test()  
6) t2=Test()  
7) Test.a=888  
8) t1.b=999  
9) print(t1.a,t1.b)  
10) print(t2.a,t2.b)
```

#### Output

888 999  
888 20



```
1) class Test:
2)     a=10
3)     def __init__(self):
4)         self.b=20
5)     def m1(self):
6)         self.a=888
7)         self.b=999
8)
9) t1=Test()
10) t2=Test()
11) t1.m1()
12) print(t1.a,t1.b)
13)     print(t2.a,t2.b)
```

#### Output

888 999  
10 20

```
1) class Test:
2)     a=10
3)     def __init__(self):
4)         self.b=20
5)     @classmethod
6)     def m1(cls):
7)         cls.a=888
8)         cls.b=999
9)
10) t1=Test()
11) t2=Test()
12) t1.m1()
13) print(t1.a,t1.b)
14) print(t2.a,t2.b)
15) print(Test.a,Test.b)
```

#### Output

888 20  
888 20  
888 999



## How to Delete Static Variables of a Class:

- 1) We can delete static variables from anywhere by using the following syntax

```
del classname.variablename
```

- 2) But inside classmethod we can also use cls variable

```
del cls.variablename
```

```
1) class Test:
2)     a=10
3)     @classmethod
4)     def m1(cls):
5)         del cls.a
6) Test.m1()
7) print(Test.__dict__)
```

### Example:

```
1) class Test:
2)     a=10
3)     def __init__(self):
4)         Test.b=20
5)         del Test.a
6)     def m1(self):
7)         Test.c=30
8)         del Test.b
9)     @classmethod
10)    def m2(cls):
11)        cls.d=40
12)        del Test.c
13)    @staticmethod
14)    def m3():
15)        Test.e=50
16)        del Test.d
17) print(Test.__dict__)
18) t=Test()
19) print(Test.__dict__)
20) t.m1()
21) print(Test.__dict__)
22) Test.m2()
23) print(Test.__dict__)
24) Test.m3()
25) print(Test.__dict__)
26) Test.f=60
27) print(Test.__dict__)
```



```
28) del Test.e
29) print(Test.__dict__)
```

\*\*\*\***Note:**

- ⊗ By using object reference variable/self we can read static variables, but we cannot modify or delete.
- ⊗ If we are trying to modify, then a new instance variable will be added to that particular object.
- ⊗ t1.a = 70
- ⊗ If we are trying to delete then we will get error.

**Example:**

```
1) class Test:
2)     a=10
3)
4) t1=Test()
5) del t1.a    ==>AttributeError: a
```

We can modify or delete static variables only by using classname or cls variable.

```
1) import sys
2) class Customer:
3)     """ Customer class with bank operations.. """
4)     bankname='DURGABANK'
5)     def __init__(self,name,balance=0.0):
6)         self.name=name
7)         self.balance=balance
8)     def deposit(self,amt):
9)         self.balance=self.balance+amt
10)        print('Balance after deposit:',self.balance)
11)    def withdraw(self,amt):
12)        if amt>self.balance:
13)            print('Insufficient Funds..cannot perform this operation')
14)            sys.exit()
15)        self.balance=self.balance-amt
16)        print('Balance after withdraw:',self.balance)
17)
18) print('Welcome to',Customer.bankname)
19) name=input('Enter Your Name:')
20) c=Customer(name)
21) while True:
22)     print('d-Deposit \nw-Withdraw \nq-exit')
23)     option=input('Choose your option:')
```





```
24) if option=='d' or option=='D':
25)     amt=float(input('Enter amount:'))
26)     c.deposit(amt)
27) elif option=='w' or option=='W':
28)     amt=float(input('Enter amount:'))
29)     c.withdraw(amt)
30) elif option=='e' or option=='E':
31)     print('Thanks for Banking')
32)     sys.exit()
33) else:
34)     print('Invalid option..Plz choose valid option')
```

**Output:**

D:\durga\_classes>py test.py

Welcome to DURGABANK

Enter Your Name:Durga

d-Deposit

w-Withdraw

e-exit

Choose your option:d

Enter amount:10000

Balance after deposit: 10000.0

d-Deposit

w-Withdraw

e-exit

Choose your option:d

Enter amount:20000

Balance after deposit: 30000.0

d-Deposit

w-Withdraw

e-exit

Choose your option:w

Enter amount:2000

Balance after withdraw: 28000.0

d-Deposit

w-Withdraw

e-exit

Choose your option:r

Invalid option..Plz choose valid option

d-Deposit

w-Withdraw



e-exit

Choose your option:e

Thanks for Banking

### 3) Local Variables:

- ⊗ Sometimes to meet temporary requirements of programmer, we can declare variables inside a method directly, such type of variables are called local variable or temporary variables.
- ⊗ Local variables will be created at the time of method execution and destroyed once method completes.
- ⊗ Local variables of a method cannot be accessed from outside of method.

```
1) class Test:
2)     def m1(self):
3)         a=1000
4)         print(a)
5)     def m2(self):
6)         b=2000
7)         print(b)
8) t=Test()
9) t.m1()
10) t.m2()
```

#### Output

1000

2000

```
1) class Test:
2)     def m1(self):
3)         a=1000
4)         print(a)
5)     def m2(self):
6)         b=2000
7)         print(a) #NameError: name 'a' is not defined
8)         print(b)
9) t=Test()
10) t.m1()
11) t.m2()
```



## Types of Methods:

Inside Python class 3 types of methods are allowed

- 1) Instance Methods
- 2) Class Methods
- 3) Static Methods

### 1) Instance Methods:

- ⊗ Inside method implementation if we are using instance variables then such type of methods are called instance methods.
- ⊗ Inside instance method declaration, we have to pass self variable. `def m1(self):`
- ⊗ By using self variable inside method we can able to access instance variables.
- ⊗ Within the class we can call instance method by using self variable and from outside of the class we can call by using object reference.

```
1) class Student:
2)     def __init__(self,name,marks):
3)         self.name=name
4)         self.marks=marks
5)     def display(self):
6)         print('Hi',self.name)
7)         print('Your Marks are:',self.marks)
8)     def grade(self):
9)         if self.marks>=60:
10)            print('You got First Grade')
11)         elif self.marks>=50:
12)            print('Yout got Second Grade')
13)         elif self.marks>=35:
14)            print('You got Third Grade')
15)         else:
16)            print('You are Failed')
17) n=int(input('Enter number of students:'))
18) for i in range(n):
19)     name=input('Enter Name:')
20)     marks=int(input('Enter Marks:'))
21)     s= Student(name,marks)
22)     s.display()
23)     s.grade()
24)     print()
```

#### Output:

D:\durga\_classes>py test.py  
Enter number of students:2



Enter Name:Durga  
Enter Marks:90  
Hi Durga  
Your Marks are: 90  
You got First Grade

Enter Name:Ravi  
Enter Marks:12  
Hi Ravi  
Your Marks are: 12  
You are Failed

## **Setter and Getter Methods:**

We can set and get the values of instance variables by using getter and setter methods.

### **Setter Method:**

setter methods can be used to set values to the instance variables. setter methods also known as mutator methods.

#### **Syntax:**

```
def setVariable(self,variable):  
    self.variable=variable
```

#### **Example:**

```
def setName(self,name):  
    self.name=name
```

### **Getter Method:**

Getter methods can be used to get values of the instance variables. Getter methods also known as accessor methods.

#### **Syntax:**

```
def getVariable(self):  
    return self.variable
```

#### **Example:**

```
def getName(self):  
    return self.name
```

```
1) class Student:  
2)     def setName(self,name):  
3)         self.name=name  
4)
```



```
5) def getName(self):
6)     return self.name
7)
8) def setMarks(self,marks):
9)     self.marks=marks
10)
11) def getMarks(self):
12)     return self.marks
13)
14) n=int(input('Enter number of students:'))
15) for i in range(n):
16)     s=Student()
17)     name=input('Enter Name:')
18)     s.setName(name)
19)     marks=int(input('Enter Marks:'))
20)     s.setMarks(marks)
21)
22)     print('Hi',s.getName())
23)     print('Your Marks are:',s.getMarks())
24)     print()
```

#### Output:

D:\python\_classes>py test.py  
Enter number of students:2

Enter Name:Durga  
Enter Marks:100  
Hi Durga  
Your Marks are: 100

Enter Name:Ravi  
Enter Marks:80  
Hi Ravi  
Your Marks are: 80

## 2) Class Methods:

- ⊗ Inside method implementation if we are using only class variables (static variables), then such type of methods we should declare as class method.
- ⊗ We can declare class method explicitly by using @classmethod decorator.
- ⊗ For class method we should provide cls variable at the time of declaration
- ⊗ We can call classmethod by using classname or object reference variable.



```
1) class Animal:
2)     IEgs=4
3)     @classmethod
4)     def walk(cls,name):
5)         print('{} walks with {} IEgs...'.format(name,cls.IEgs))
6) Animal.walk('Dog')
7) Animal.walk('Cat')
```

### Output

D:\python\_classes>py test.py

Dog walks with 4 IEgs...

Cat walks with 4 IEgs...

### Program to track the Number of Objects created for a Class:

```
1) class Test:
2)     count=0
3)     def __init__(self):
4)         Test.count =Test.count+1
5)     @classmethod
6)     def noOfObjects(cls):
7)         print('The number of objects created for test class:',cls.count)
8)
9) t1=Test()
10) t2=Test()
11) Test.noOfObjects()
12) t3=Test()
13) t4=Test()
14) t5=Test()
15) Test.noOfObjects()
```

### 3) Static Methods:

- ⊛ In general these methods are general utility methods.
- ⊛ Inside these methods we won't use any instance or class variables.
- ⊛ Here we won't provide self or cls arguments at the time of declaration.
- ⊛ We can declare static method explicitly by using @staticmethod decorator
- ⊛ We can access static methods by using classname or object reference

```
1) class DurgaMath:
2)
3)     @staticmethod
4)     def add(x,y):
5)         print('The Sum:',x+y)
6)
```





```
7) @staticmethod
8) def product(x,y):
9)     print('The Product:',x*y)
10)
11) @staticmethod
12) def average(x,y):
13)     print('The average:',(x+y)/2)
14)
15) DurgaMath.add(10,20)
16) DurgaMath.product(10,20)
17) DurgaMath.average(10,20)
```

### Output

The Sum: 30

The Product: 200

The average: 15.0

### Note:

- In general we can use only instance and static methods. Inside static method we can access class level variables by using class name.
- Class methods are most rarely used methods in python.

## Passing Members of One Class to Another Class:

We can access members of one class inside another class.

```
1) class Employee:
2)     def __init__(self,eno,ename,esal):
3)         self.eno=eno
4)         self.ename=ename
5)         self.esal=esal
6)     def display(self):
7)         print('Employee Number:',self.eno)
8)         print('Employee Name:',self.ename)
9)         print('Employee Salary:',self.esal)
10) class Test:
11)     def modify(emp):
12)         emp.esal=emp.esal+10000
13)         emp.display()
14) e=Employee(100,'Durga',10000)
15)     Test.modify(e)
```



### Output

```
D:\python_classes>py test.py
Employee Number: 100
Employee Name: Durga
Employee Salary: 20000
```

In the above application, Employee class members are available to Test class.

# Inner Classes

Sometimes we can declare a class inside another class, such type of classes are called inner classes.

Without existing one type of object if there is no chance of existing another type of object, then we should go for inner classes.

**Example:** Without existing Car object there is no chance of existing Engine object. Hence Engine class should be part of Car class.

```
class Car:
    ....
    class Engine:
    .....
```

**Example:** Without existing university object there is no chance of existing Department object

```
class University:
    ....
    class Department:
    .....
```

**Example:** Without existing Human there is no chance of existing Head. Hence Head should be part of Human.

```
class Human:
    class Head:
```

**Note:** Without existing outer class object there is no chance of existing inner class object. Hence inner class object is always associated with outer class object.



### Demo Program-1:

```
1) class Outer:
2)     def __init__(self):
3)         print("outer class object creation")
4)     class Inner:
5)         def __init__(self):
6)             print("inner class object creation")
7)         def m1(self):
8)             print("inner class method")
9) o=Outer()
10) i=o.Inner()
11) i.m1()
```

### Output

outer class object creation  
inner class object creation  
inner class method

**Note:** The following are various possible syntaxes for calling inner class method

- 1) o = Outer()  
    i = o.Inner()  
    i.m1()
- 2) i = Outer().Inner()  
    i.m1()
- 3) Outer().Inner().m1()

### Demo Program-2:

```
1) class Person:
2)     def __init__(self):
3)         self.name='durga'
4)         self.db=self.Dob()
5)     def display(self):
6)         print('Name:',self.name)
7)     class Dob:
8)         def __init__(self):
9)             self.dd=10
10)            self.mm=5
11)            self.yy=1947
12)     def display(self):
13)         print('Dob={}/{}/{}'.format(self.dd,self.mm,self.yy))
```



```
14) p=Person()
15) p.display()
16) x=p.db
17) x.display()
```

### Output

Name: durga

Dob=10/5/1947

### Demo Program-3:

Inside a class we can declare any number of inner classes.

```
1) class Human:
2)
3)     def __init__(self):
4)         self.name = 'Sunny'
5)         self.head = self.Head()
6)         self.brain = self.Brain()
7)     def display(self):
8)         print("Hello..",self.name)
9)
10)    class Head:
11)        def talk(self):
12)            print('Talking...')
13)
14)    class Brain:
15)        def think(self):
16)            print('Thinking...')
17)
18) h=Human()
19) h.display()
20) h.head.talk()
21) h.brain.think()
```

### Output

Hello.. Sunny

Talking...

Thinking...



# Garbage Collection

- ⊗ In old languages like C++, programmer is responsible for both creation and destruction of objects. Usually programmer taking very much care while creating object, but neglecting destruction of useless objects. Because of his neglectance, total memory can be filled with useless objects which creates memory problems and total application will be down with Out of memory error.
- ⊗ But in Python, We have some assistant which is always running in the background to destroy useless objects. Because this assistant the chance of failing Python program with memory problems is very less. This assistant is nothing but Garbage Collector.
- ⊗ Hence the main objective of Garbage Collector is to destroy useless objects.
- ⊗ If an object does not have any reference variable then that object eligible for Garbage Collection.

## How to enable and disable Garbage Collector in our Program:

By default Garbage collector is enabled, but we can disable based on our requirement. In this context we can use the following functions of gc module.

- 1) `gc.isenabled()` → Returns True if GC enabled
- 2) `gc.disable()` → To disable GC explicitly
- 3) `gc.enable()` → To enable GC explicitly

```
1) import gc
2) print(gc.isenabled())
3) gc.disable()
4) print(gc.isenabled())
5) gc.enable()
6) print(gc.isenabled())
```

## Output

True  
False  
True



## Destructors:

- ⊗ Destructor is a special method and the name should be `__del__`
- ⊗ Just before destroying an object Garbage Collector always calls destructor to perform clean up activities (Resource deallocation activities like close database connection etc).
- ⊗ Once destructor execution completed then Garbage Collector automatically destroys that object.

**Note:** The job of destructor is not to destroy object and it is just to perform clean up activities.

```
1) import time
2) class Test:
3)     def __init__(self):
4)         print("Object Initialization...")
5)     def __del__(self):
6)         print("Fulfilling Last Wish and performing clean up activities...")
7)
8) t1=Test()
9) t1=None
10) time.sleep(5)
11) print("End of application")
```

### Output

Object Initialization...  
Fulfilling Last Wish and performing clean up activities...  
End of application

**Note:** If the object does not contain any reference variable then only it is eligible for GC. ie if the reference count is zero then only object eligible for GC.

```
1) import time
2) class Test:
3)     def __init__(self):
4)         print("Constructor Execution...")
5)     def __del__(self):
6)         print("Destructor Execution...")
7)
8) t1=Test()
9) t2=t1
10) t3=t2
11) del t1
12) time.sleep(5)
13) print("object not yet destroyed after deleting t1")
14) del t2
```





```
15) time.sleep(5)
16) print("object not yet destroyed even after deleting t2")
17) print("I am trying to delete last reference variable...")
18)     del t3
```

### Example:

```
1) import time
2) class Test:
3)     def __init__(self):
4)         print("Constructor Execution...")
5)     def __del__(self):
6)         print("Destructor Execution...")
7)
8) list=[Test(),Test(),Test()]
9) del list
10) time.sleep(5)
11) print("End of application")
```

### Output

Constructor Execution...  
Constructor Execution...  
Constructor Execution...  
Destructor Execution...  
Destructor Execution...  
Destructor Execution...  
End of application

## How to find the Number of References of an Object:

sys module contains getrefcount() function for this purpose.

`sys.getrefcount (objectreference)`

```
1) import sys
2) class Test:
3)     pass
4) t1=Test()
5) t2=t1
6) t3=t1
7) t4=t1
8) print(sys.getrefcount(t1))
```

### Output 5

**Note:** For every object, Python internally maintains one default reference variable self.