## 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:  \_\_high=0#高度  \_\_volume=0#容积  \_\_color=''  \_\_material=''     def setHigh(self,high):  if high<=0:  print('高度错误，杯子倒着长？')  else:  self.\_\_high=high  def getHigh(self):  return self.\_\_high   def setVolume(self,volume):  if volume<=0:  print('容积错误，啥都装不了，要他有啥用？')  elif volume>2:  print('容积错误,这是杯子么，这是个桶！！！')  else:  self.\_\_volume=volume  def getVolume(self):  return self.\_\_volume   def setColor(self,color):  self.\_\_color=color  def getColor(self):  return self.\_\_color   def setMaterial(self,material):  self.\_\_material=material  def getMaterial(self):  return self.\_\_material   def function(self):  print('我能存放液体')  def showMe(self):  print('我是一个高',self.\_\_high,'cm，容积',self.\_\_volume,'L，',self.\_\_color,'色的',self.\_\_material,'杯子')   cup=Cup() cup.setHigh(23) cup.setColor('石灰') cup.setMaterial('黄金') cup.setVolume(2) cup.showMe() |

## 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=0  \_\_price=0  \_\_cpu=''  \_\_memory=0  \_\_standbytime=0   def setScreen(self,screen):  if screen<=0:  print('屏幕大小输入错误')  else:  self.\_\_screen=screen  def getScreen(self):  return self.\_\_screen   def setPrice(self,price):  if price<=0:  print('白嫖还倒贴？')  else:  self.\_\_price=price  def getPrice(self):  return self.\_\_price  def setCpu(self,cpu):  self.\_\_cpu=cpu  def getCpu(self):  return self.\_\_cpu  def setMemory(self,memory):  self.\_\_memory=memory  def getMemory(self):  return self.\_\_memory  def setStandbytime(self,standbytime):  if standbytime<=0:  print('待机时长错误')  else:  self.\_\_standbytime=standbytime   def typing(self):  print('能打字')  def playgame(self):  print('能打游戏')  def watch(self):  print('能看视频')  def showMe(self):  print('我是一台屏幕大小',self.\_\_screen,  '寸，CPU型号为',self.\_\_cpu,  '内存大小为',self.\_\_memory,'g，待机时长为',self.\_\_standbytime,'小时的电脑,我的价格为',self.\_\_price,'元')    c=computer() c.setScreen(7) c.setCpu('i5') c.setStandbytime(5) c.setMemory(12) c.setPrice(10000) c.showMe() |

### 先构思面向对象版的中国工商银行系统