

Coding with class

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Let's set up classes for a video game. They have different types of characters you can play. Barbarian!

Define the class

class Barbarian:

def __init__(self, name, weapon, enemies_vanquished):

self.name = name

self.weapon = weapon

self.enemies_vanquished = enemies_vanquished

def Victory(self):

print(self.name + " the barbarian has had victory over " + self.enemies_vanquished + " enemies with a " + self.weapon + "!")

Create an Instance of that Class

Conan = Barbarian("Conan", "sword", "721")

Call the Function on that Instance

Conan.Victory()

Add in additional functions and elements later

class Barbarian:

def __init__(self, name, can_read, weapon, enemies_vanquished):

self.name = name

self.can_read = can_read

self.weapon = weapon

self.enemies_vanquished = enemies_vanquished

def Victory(self):

print(self.name + " the barbarian has had victory over " + self.enemies_vanquished + " enemies with a " + self.weapon + "!")

def educated(self):

if self.can_read == True:

print("Wow! I can't believe " + self.name + " can read!")

Conan = Barbarian("Conan", True, "sword", "721")

Conan.educated()

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