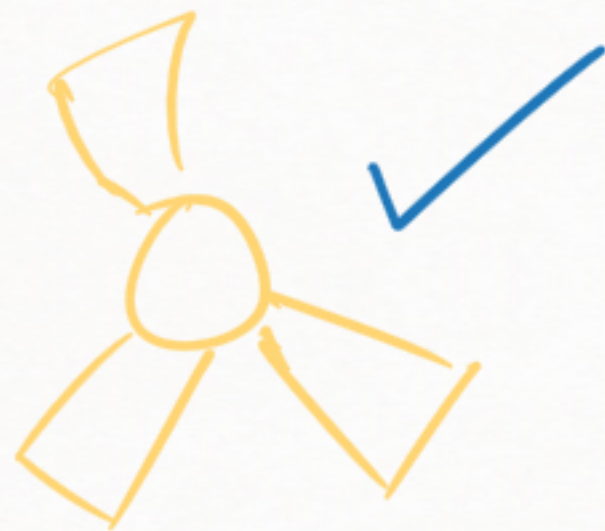


Class Attribute

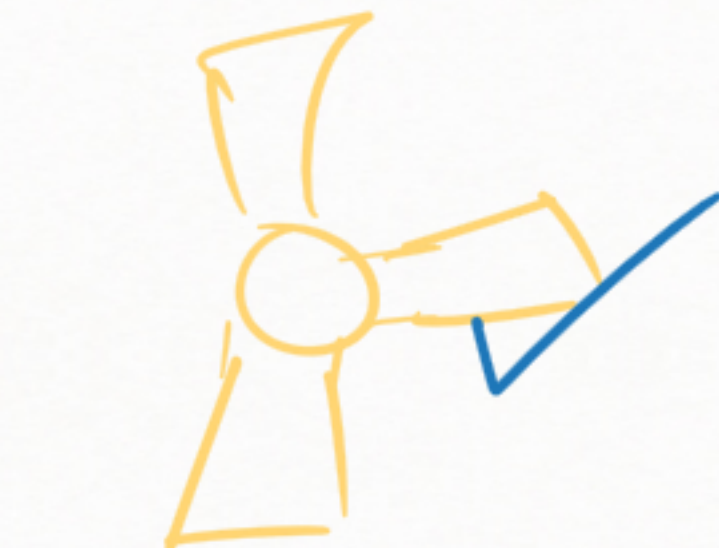
purpose
= "Blow
Air"

Fan

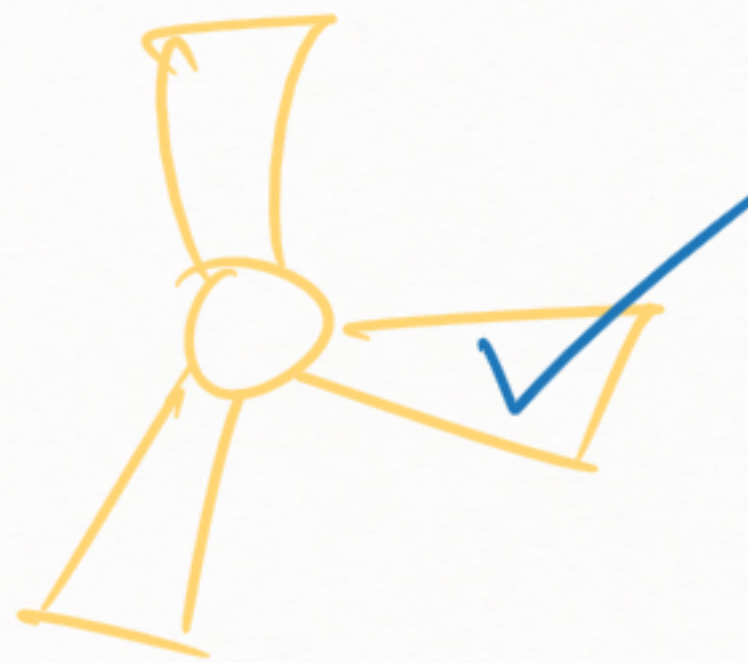
```
def __init__(self, model, color)
    self.model = model
    self.color = color
```



fan1
model1
Red



fan2
model2
Green



fan3
model3
Blue

Class Methods
=> Functions
which try to
access Class
Attributes.

Model
Color

class Person:
 Species = 'homo sapiens'

object
methods

```
@classmethod  
def changeSpecies(cls, name)  
    cls.Species = name
```