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Classes And Objects

In this experiment Student will learn the concept of class and object

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Classes And Objects

A class is a user-defined blueprint or prototype from which objects are created. Classes provide a means of bundling data and functionality together. Creating a new class creates a new type of object, allowing new instances of that type to be made

```
Syntax:
class class_name:
statements

# Python3 program to
# demonstrate defining
# a class

class student:
    pass
```

How to define class objects

An Object is an instance of a Class. A class is like a blueprint while an instance is a copy of the class with actual values.
An object consists of :
State: It is represented by the attributes of an object. It also reflects the properties of an object.
Behavior: It is represented by the methods of an object. It also reflects the response of an object to other objects.
Identity: It gives a unique name to an object and enables one object to interact with other objects

Syntax:
Object_name.class_name()

Program

```
class student:
    # A simple class
```

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Function Call in __init__...

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Object_name.class_name()

Program

```
class student:
    # A simple class
    # attribute
    attr1 = "graduate"
    attr2 = "student"

    # A simple method
    def fun(self):
        print("I'm a", self.attr1)
        print("I'm a", self.attr2)

# Driver code
# Object instantiation
college = student()

# Accessing class attributes
# and method through objects
print(college.attr1)
college.fun()
```

Output

graduate
I'm a graduate
I'm a student

The self method

Class methods must have an extra first parameter in the method definition. We do not give a value for this parameter when we call the method. Python provides it. If we have a method that takes no arguments, then we still have to have one argument. When we call a method of this object as myobject.method(arg1, arg2), this is automatically converted by Python into MyClass.method(myobject, arg1, arg2)

init method

The init method is similar to constructors in C++ and Java. Constructors are used to initialize the object's state. It runs as soon as an object of a class is instantiated. The method is useful to do any initialization you want to do with your object.

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init method

The init method is similar to constructors in C++ and Java. Constructors are used to initialize the object's state. It runs as soon as an object of a class is instantiated. The method is useful to do any initialization you want to do with your object.

Program

```
# A Sample class with init method
class Person:

    # init method or constructor
    def __init__(self, name):
        self.name = name

    # Sample Method
    def say_hi(self):
        print('Hello, my name is', self.name)

p = Person('John')
p.say_hi()
```

Output

Hello, my name is John

Class and Instance Variables:

Class variables is a variable that is shared by all instances of a class. They are defined within a class but outside any of the class's methods.

Instance Variable is a variable that is defined inside a method and belongs only to the current instance of a class.

Program

```
# Class for student
class student:

    # Class Variable
    mystudent = "student"
```

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Class and Instance Variables:

Class variables is a variable that is shared by all instances of a class. They are defined within a class but outside any of the class's methods.

Instance Variable is a variable that is defined inside a method and belongs only to the current instance of a class.

Program

```
# Class for student
class student:

    # Class Variable
    mystudent = "Student"

    # The init method or constructor
    def __init__(self, name, subject):

        # Instance Variable
        self.name = name
        self.subject = subject

# Objects of student class
myobj1 = student("Harry", "Physics")

print('myobj1 details:')
print('myobj1 is a', myobj1.mystudent)
print('name: ', myobj1.name)
print('subject: ', myobj1.subject)

# Class variables can be accessed using class
# name also
print("Accessing class variable using class name")
print(student.mystudent)
```

Output

```
myobj1 details:
myobj1 is a student
name: Harry
subject: Physics
```

Accessing class variable using class name

student

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Output

myobj1 details:

myobj1 is a student

name: Harry

subject: Physics

Accessing class variable using class name

student

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What is Instantiation?

- ☐ a. Modifying an instance of class
- ☐ b. Copying an instance of class
- ☒ c. Creating an instance of class
- ☐ d. Deleting an instance of class

Class instantiation uses:

- ☐ a. Object notation
- ☒ b. Function notation
- ☐ c. Class notation
- ☐ d. None of the mentioned

Special methods need to be explicitly called during object creation.

- ☐ a. True
- ☒ b. False

Which of the following keywords is used in the beginning of class definition?

- ☒ a. class
- ☐ b. return
- ☐ c. def
- ☐ d. All of the above

Classes are used to _____ which have functions and variables.

- ☒ a. Create objects
- ☐ b. Create functions
- ☐ c. Create variables
- ☐ d. Create constructors

Submit Out

5 out of 5

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Steps of simulator

1. Read the Simulator details.
2. Enter the desired input.
4. Press CALCULATE to proceed.
5. The code will be displayed
6. Press NEXT to see the execution of code.
7. Relevant line in the code will be highlighted.
8. The local variables will be shown in the Output Panel with their values.

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Analysis of Classes And Objects

Demonstration	Step Execute	Output
<ul style="list-style-type: none">To Know About Classes And Objects. <div><div>Start</div><div>Next</div><div>Reset</div></div>	<pre>class pythonlab: pass user1=pythonlab() user1.name="Yash Srivastava" user1.marks=96 user1.email=yash@pythonlab.com print("Now we will Print the instance that user defined in the class") print(user1.name) print(user1.email) print(user1.marks)</pre>	<pre>class: user1 class(user1) instance->name: Yash Srivastava class(user1) instance->marks: 96 class(user1) instance->email: yash@pythonlab Now we will Print the instance that user defined in the class Yash Srivastava yash@pythonlab 96</pre>

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..is used to create an object

☐ a class

☒ b. user-defined function

☐ c User-defined functions

☐ d in-built functions

Which among the following is not a class method?

☐ a: Static

☒ b: Non-static

☐ c: Unbounded

☐ d: Bounded

```
class test:
    def __init__(self):
        self.variable = 'Old'
        self.Change(self.variable)
    def Change(self, var):
        var = 'New'
obj=test()
print(obj.variable)
```

☐ a: Error because function change can't be called in the __init__ function

☐ b: 'New' is printed

☒ c: 'Old' is printed

☐ d: Nothing is printed

Every class in Python is derived from the class

☒ a: Object

☐ b: Functions

☐ c: Methods

☐ d: Constructors

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