

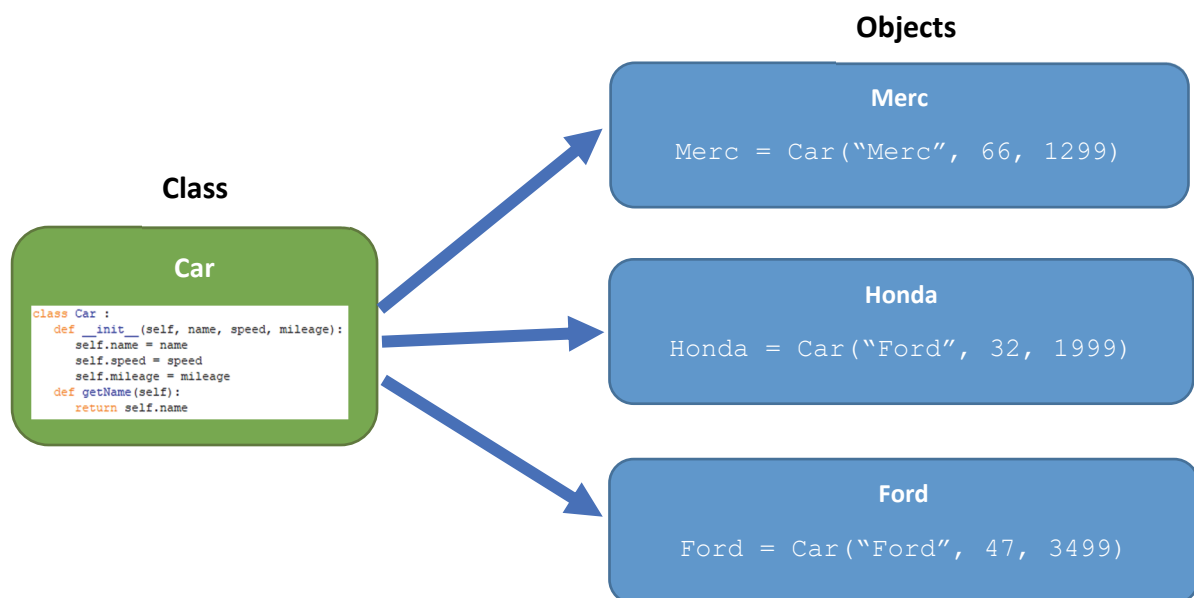
# Classes and Objects

A class is a user-defined blueprint or template that defines the attributes (variables) and methods (functions), and contains them all in a single unit. For example, `Car`.

```
class Car :  
    def __init__(self, name, speed, mileage):  
        self.name = name  
        self.speed = speed  
        self.mileage = mileage  
    def getName(self):  
        return self.name
```

An object is an instance of a class. So, for example you could use the `Car` class to create some objects such as `Merc`, `Honda`, and `Ford`.

```
Merc = Car("Merc", 66, 1299)
```



We use the object of a class to perform actions. For example:

```
Ford.getName()
```

or

```
Ford.speed = 66
```