

L3

Classes & Objects:

Class

Common Noun → Class

Proper Noun → Object

Object → is something which can store its properties and capable to perform certain no. of actions.

Encapsulation:-

An act of combining properties of methods related to some object is known as —.

Class → is a group of variables and functions. (description of an object)

↳ is a way to implement Encapsulation.

Attributes

are member variables & member functions.

eg:-

$x = 5$

def f₁()

some code

x & f₁
are attributes.

Objects:-

- > instance of a class
- > are of two types
 - > class object
 - > instance object.

t₁ = test()

t₂ = test()

t₁ & t₂ are instance
object of test class.

Class object

Test Vs Test()

↙
Class Object

↘
Creates instance
object

One class has exactly one class object but can have any no. of instance objects.

Teacher's Signature.....

for eg.

class Test:

Test

→

class

object

t1 = Test()

t2 = Test()

t3 = Test()

t1

→

t2

→

t3

→

Instance
Object

--init-- method

class Test:

def --init-- (self):

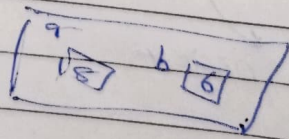
self.a = 5

self.b = 6

t1 = Test() → # --init-- (t1)

t1

→



a & b are instance object variables.

Teacher's Signature.....

Methods :-

- Instance method
- Static Method
- Class Method

→ Static method does not access the ~~related~~ values of class object and instance object hence can be used to print a line or text within the code.

Static Variables of instance variables.

