00P in Python

To map with real world scenarios, we started using objects in code.

This is called object oriented programming.

Class & Object in Python

Class is a blueprint for creating objects.

#creating class

class Student:

name = "karan kumar"

#creating object (instance)

s1 = Student()

print(s1.name)

Class & Instance Attributes

Class.attr obj.attr



__init_ _ Function

Constructor

All classes have a function called _init_(), which is always executed when the object is being initiated.

```
#creating class #creating object

class Student:
    def __init__( self, fullname ):
        self.name = fullname

#creating object

s1 = Student( "karan" )
        print( s1.name )
```

*The **self** parameter is a reference to the current instance of the class, and is used to access variables that belongs to the class.

Methods

Methods are functions that belong to objects.

Let's Practice

Create student class that takes name & marks of 3 subjects as arguments in constructor.

Then create a method to print the average.

Static Methods

Methods that don't use the self parameter (work at class level)

```
class Student:
    @staticmethod #decorator
    def college():
        print( "ABC College" )
```

*Decorators allow us to wrap another function in order to extend the behaviour of the wrapped function, without permanently modifying it

Important

Abstraction

Hiding the implementation details of a class and only showing the essential features to the user.

Encapsulation

Wrapping data and functions into a single unit (object).

Let's Practice

Create Account class with 2 attributes - balance & account no. Create methods for debit, credit & printing the balance.

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