

Class

Instance Attributes

```
In [1]: class Dog:
        def __init__(self, name):
            self.name = name
            self.legs = 4

        def speak(self):
            print(self.name + ' says: Bark!')

myDog = Dog('Rover')
print(myDog.name)
print(myDog.legs)
```

Rover

4

```
In [2]: Dog.legs
```

```
-----
AttributeError                                Traceback (most recent call last)
Input In [2], in <module>
----> 1 Dog.legs

AttributeError: type object 'Dog' has no attribute 'legs'
```

Static Attributes

```
In [3]: class Dog:
        legs = 4
        def __init__(self, name):
            self.name = name

        def speak(self):
            print(self.name + ' says: Bark!')

myDog = Dog('Rover')
print(myDog.name)
print(myDog.legs)
```

Rover

4

```
In [4]: Dog.legs
```

```
Out[4]: 4
```

```
In [5]: Dog.legs = 3
```

```
In [6]: myDog = Dog('Rover')
print(myDog.name)
print(myDog.legs)
```

```
Rover
3
```

```
In [11]: class Dog:
    _legs = 4
    def __init__(self, name):
        self.name = name

    def getLegs(self):
        return self._legs

    def speak(self):
        print(self.name + ' says: Bark!')

myDog = Dog('Rover')
print(myDog.name)
print(myDog.getLegs())
```

```
Rover
4
```

```
In [12]: myDog = Dog('Rover')
myDog._legs = 3
print(myDog.name)
print(myDog.getLegs())
print(Dog._legs)
```

```
Rover
3
4
```

```
In [ ]:
```