Day 6
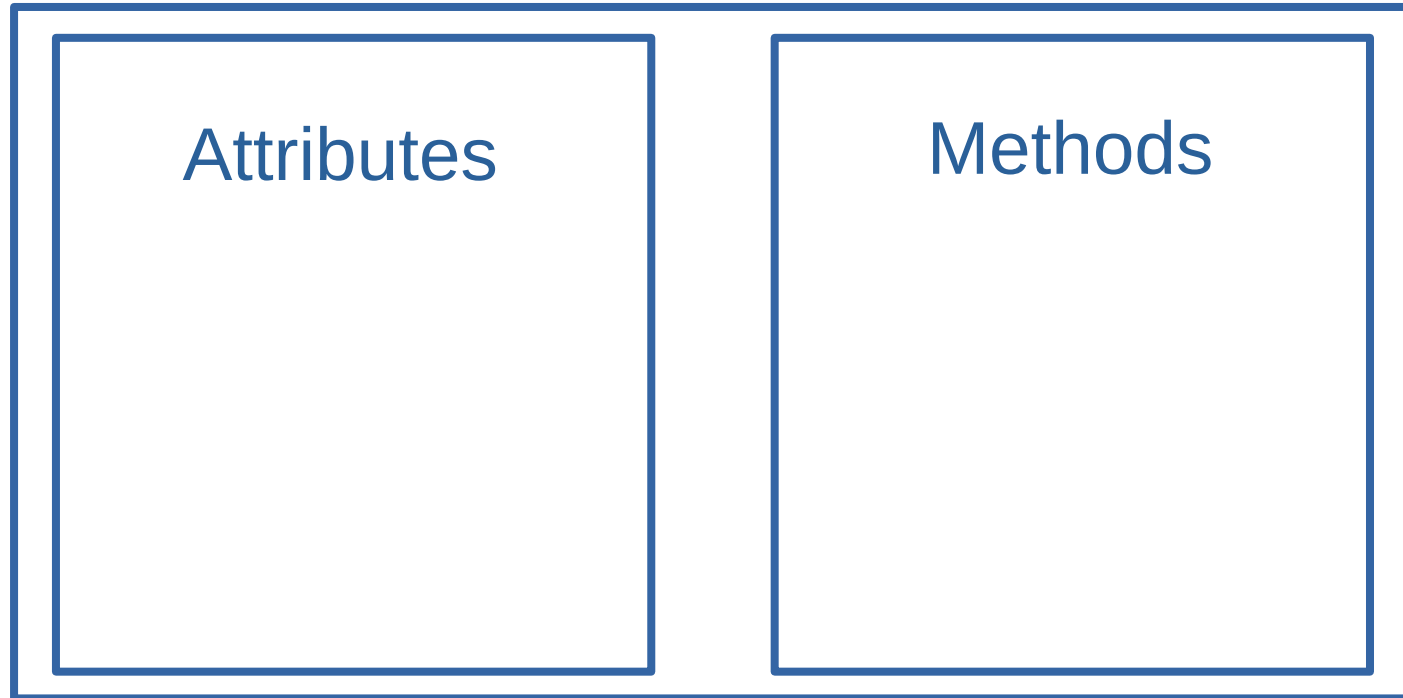
Classes & Object-Oriented Programming

What is an Object?

Objects are collections of attributes and methods

Attributes	Methods

What is an Object?

Objects are quickly copied and created

Blueprints are *classes*

Set features for them

Helpful when you need similar behavior

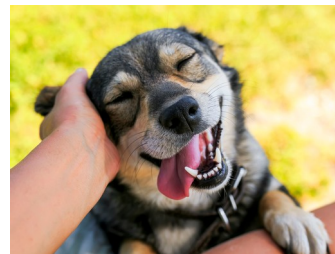All strings behave like strings, all lists like lists, etc.

Object Oriented Programming

- Approach to programming where data and operations on this data bundled into **classes** and accessed via **objects/instances**

Classes and Objects

Class Dog

Dog instances

Classes and Objects

Class: str

"potatoes"

"spam"

"dog"

String instances

Attributes and Methods

- **Attribute:** data held by the object, it's characteristics that combined make up its 'state'

- **Method:** any procedure defined within an object

somestr = 'baa'

somestr.upper() # upper is a method of the str class

Defining a class

```
class nameOfClass(SuperClass):
    __init__
    attributes
    methods
```

Let's try it!

```python
class Person:
    def __init__(self, name, age):
        self.name = name
        self.age = age
```

→ Person.py