

```
In [6]: print(dict)

<class 'dict'>

In [7]: print(int)

<class 'int'>

In [9]: print(int)

<class 'int'>

In [12]: num = 13.0
print(type(num))

<class 'float'>
```

isinstance

```
In [15]: num = 13
isinstance(num, int)

Out[15]: True

In [16]: numbers = {}
isinstance(numbers, dict)

Out[16]: True
```

Объявление класса

```
In [2]: class Human:
pass

In [3]: class Robot:
    """Данный класс позволяет создавать роботов"""

In [4]: print(Robot)

<class '__main__.Robot'>

In [6]: print(dir(Robot))

['__class__', '__delattr__', '__dict__', '__dir__', '__doc__', '__eq__', '__format__', '__ge__', '__getattr__', '__gt__', '__hash__', '__init__', '__init_subclass__', '__le__', '__lt__', '__module__', '__ne__', '__new__', '__reduce__', '__reduce_ex__', '__repr__', '__setattr__', '__sizeof__', '__str__', '__subclasshook__', '__weakref__']
```

Создание экземпляра (объекта) класса

```
In [8]: class Planet:
pass

In [9]: planet = Planet()

In [10]: print(planet)

<__main__.Planet object at 0x10e8722b0>

In [11]: solar_system = []
for i in range(8):
    planet = Planet()
    solar_system.append(planet)

print(solar_system)

[<__main__.Planet object at 0x10e872780>, <__main__.Planet object at 0x10e8722b0>, <__main__.Planet object at 0x10e8727f0>, <__main__.Planet object at 0x10e872828>, <__main__.Planet object at 0x10e872860>, <__main__.Planet object at 0x10e872898>, <__main__.Planet object at 0x10e8728d0>, <__main__.Planet object at 0x10e872908>]

In [14]: solar_system = {}
for i in range(8):
    planet = Planet()
    solar_system[planet] = True

print(solar_system)

{<__main__.Planet object at 0x10e872978>: True, <__main__.Planet object at 0x10e872908>: True, <__main__.Planet object at 0x10e8727f0>: True, <__main__.Planet object at 0x10e872828>: True, <__main__.Planet object at 0x10e872860>: True, <__main__.Planet object at 0x10e872898>: True, <__main__.Planet object at 0x10e8729e8>: True, <__main__.Planet object at 0x10e872940>: True}
```

Инициализация экземпляра

```
In [16]: class Planet:

    def __init__(self, name):
        self.name = name

In [17]: earth = Planet("Earth")
print(earth.name)
print(earth)

Earth
<__main__.Planet object at 0x10e8796d8>

In [10]: class Planet:

    def __init__(self, name):
        self.name = name

    def __str__(self):
        return self.name

earth = Planet("Earth")
print(earth)

Earth

In [11]: solar_system = []

planet_names = [
    "Mercury", "Venus", "Earth", "Mars",
    "Jupiter", "Saturn", "Uranus", "Neptune"
]

for name in planet_names:
    planet = Planet(name)
    solar_system.append(planet)

print(solar_system)

[<__main__.Planet object at 0x10477f160>, <__main__.Planet object at 0x10477f278>, <__main__.Planet object at 0x10477f198>, <__main__.Planet object at 0x10477f1d0>, <__main__.Planet object at 0x10477f208>, <__main__.Planet object at 0x10477f240>, <__main__.Planet object at 0x1048637b8>, <__main__.Planet object at 0x1048637f0>]
```

```
In [2]: class Planet:

    def __init__(self, name):
        self.name = name

    def __repr__(self):
        return f"Planet {self.name}"

In [3]: solar_system = []

planet_names = [
    "Mercury", "Venus", "Earth", "Mars",
    "Jupiter", "Saturn", "Uranus", "Neptune"
]

for name in planet_names:
    planet = Planet(name)
    solar_system.append(planet)

print(solar_system)

[Planet Mercury, Planet Venus, Planet Earth, Planet Mars, Planet Jupiter, Planet Saturn, Planet Uranus, Planet Neptune]
```

Работа с атрибутами экземпляра

```
In [4]: mars = Planet("Mars")
print(mars)

Planet Mars

In [5]: mars.name

Out[5]: 'Mars'

In [6]: mars.name = "Second Earth?"
mars.name

Out[6]: 'Second Earth?'

In [7]: mars.mass

-----
AttributeError                                Traceback (most recent call last)
<ipython-input-7-3c1085af8f48> in <module>()
----> 1 mars.mass

AttributeError: 'Planet' object has no attribute 'mass'

In [8]: del mars.name

In [9]: mars.name

-----
AttributeError                                Traceback (most recent call last)
<ipython-input-9-202092835a22> in <module>()
----> 1 mars.name

AttributeError: 'Planet' object has no attribute 'name'
```

Мы с вами:

- Посмотрели как объявлять классы
- Научились создавать экземпляры (объекты) классов
- Рассмотрели как инициализировать экземпляр класса
- Научились работать с атрибутами экземпляра класса