

Class and Object (OOPS Concepts)

Theory

1. What is a Class?

A **class** in Python is a **blueprint or template** for creating objects.

It defines **attributes (variables)** and **methods (functions)** that describe the behavior and properties of the objects.

Syntax Example:

```
class ClassName:
```

```
    # attributes (variables)
```

```
    # methods (functions)
```

2. What is an Object?

An **object** is an **instance** of a class.

It represents a **real-world entity**, created using the class.

Example:

```
obj = ClassName()
```

3. Attributes and Methods

- **Attributes** → Variables inside a class that hold data.
- **Methods** → Functions inside a class that define behaviors.

Example:

```
class Car:
```

```
    def __init__(self, brand, color):  
        self.brand = brand    # Attribute  
        self.color = color    # Attribute
```

```
    def display_info(self):    # Method  
        print(f"Brand: {self.brand}, Color: {self.color}")
```

```
# Creating an object (instance)  
my_car = Car("Tesla", "Red")  
my_car.display_info()
```

Output:

Brand: Tesla, Color: Red

4. Local vs Global Variables

| Type | Definition | Scope |
|-----------------|---------------------------------------|--|
| Local Variable | Declared inside a function or method. | Accessible only within that function/method. |
| Global Variable | Declared outside all functions. | Accessible throughout the program. |

Example:

```
x = 100 # Global variable
```

```
class Example:
```

```
    def show_value(self):  
        y = 50 # Local variable  
        print("Local variable (inside method):", y)  
        print("Global variable (accessible):", x)
```

```
obj = Example()
```

```
obj.show_value()
```

Output:

Local variable (inside method): 50

Global variable (accessible): 100

 **Summary**

- A **class** defines structure; an **object** represents a real instance of that structure.
- **Attributes** store data; **methods** define behavior.
- **Local variables** exist only inside functions or methods.
- **Global variables** can be accessed anywhere in the code.