

# python - OOP

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# Table of content

- 1 Own library
  - test.py
- 2 Controll-Structures
  - if
  - for
- 3 Experience
  - Car



test.py

# my 1st library

- To use an object within the prompt we could import our script
- Create following little testobject in `test.py`:

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class o(object):  
    def __init__(self): pass  
    def __str__(self): return "huhu"
```

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- make it executable `chmod +x test.py`
- import and use it:

```
$ python  
>>> import test  
>>> o1=test.o()  
>>> print o1  
huhu
```

# if-else-elif

- You know the construct if-else:

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else:
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- Instead of else you could check another condition

```
if var1:  
    print 'var1 not empty'  
elif var2:  
    print 'var2 not empty'  
else:  
    print 'both empty'
```

# for i in sth...

- To iterate over something you use `for`:

```
if item in [1,2,3,4]:  
    print item
```

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- 5 Add a trunk which arranges the load-objects in a list
- 6 Create `load(sth)` and `unload(sth)`