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```
class Animal:
    def __init__(self, name): # (constructor)
        self.name = name #instance variable

    def eat(self): #method (function)
        return self.name + " is eating food"

#instantiate a dog object
dog = Animal("Fido") #instance
print(dog.eat())
# "Fido is eating food"
```

class



OOP class

The Animal class has an initialization method that is called when you instantiate an instance of the class. The dog is constructed from the animal blueprint, and is a unique object in memory.