```
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__', '__di
        r__', '__doc__', '__eq__', '__format__', '__ge
        __', '__getattribute__', '__gt__', '__hash__
          _init__', '__init_subclass__', '__le__',
        lt__', '__module__', '__ne__', '__new__', '
        educe__', '__reduce_ex__', '__repr__', '__seta
        ttr__', '__sizeof__', '__str__', '__subclassho
        ok__', '__weakref__']
        Создание экземпляра (объекта)
        класса
In [8]:
        class Planet:
            pass
In [9]:
        planet = Planet()
```

< main .Planet object at 0x10e8722b0>

In [10]:

print(planet)

```
In [11]:
         solar system = []
         for i in range(8):
             planet = Planet()
             solar system.append(planet)
         print(solar system)
         [< main .Planet object at 0x10e872780>, < m</pre>
         ain .Planet object at 0x10e8722b0>, < main
         .Planet object at 0x10e8727f0>, < main .Plan
         et object at 0x10e872828>, < main .Planet ob
         ject at 0x10e872860>, < main .Planet object
         at 0x10e872898>, < main .Planet object at 0x
         10e8728d0>, < main .Planet object at 0x10e87
         2908>1
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>: Tru
         e, < main .Planet object at 0x10e8727f0>: Tr
         ue, <__main__.Planet object at 0x10e872828>: T
         rue, < 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__.</pre>
```

[<__main__.Planet object at 0x10477f160>, <__m ain__.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 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 attribu
        te '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 attribu
        te 'name'
```

Мы с вами:

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