Creating computer programs in Python

★★☆☆

Beginner level

Materials prepared by the department
of methodological development department

The "Duel" game

An instance of a class, also known as an object, is something that was created in the image and likeness of the class.There can be many instances of a class, but only one class. In order for each instance of a class to get its own variable within the class, the variable must be stored in self. Self points to a particular instance of the class.

All methods in a class must accept the parameter self.

Classes can inherit from other classes. Then they inherit all the properties and methods of the parent class.

If the __init__ function is not described in the descendant class, it will be called automatically from the parent class.

```python
def __init__(self, name, age)
```

Class constructor that accepts two parameters - name and age.

```python
student = Person('Alex', 14)
```

Creating an object and passing 2 parameters to the Person class constructor.

```python
enemy.be_attacked(enemy_2.damage)
```

Calling the be_attacked method of the enemy object and passing the damage property of the enemy_2 object .

```python
class Car(Transport):
```

Class inheritance.