Tuple – like list, but immutable

Constructor – Used to create objects from class definition

‘magic method’ – methods with preceding and following double underscores

* Some magic methods:
  + \_\_init\_\_ 🡪 Constructor
  + \_\_str\_\_ 🡪 How the object is represented as human readable format
  + \_\_lt\_\_ 🡪 Determines if this object is larger/precedes another of same type
  + \_\_eq\_\_ 🡪 Determines if this object is equal to another of same type
  + \_\_le\_\_ 🡪 Determines if this object less than or equal to another of same type

Note: **Never** call \_\_init\_\_ directly, use <Name of class>([parameters])

‘self’ must be present in all class functions (needed in order to access attributes)

‘assert’ – What follows must be true or an error is thrown

Ex. Assert gender in Student.GENDERS, “Gender must be one of {}”.format(Student.GENDERS)

* Prints “Gender must be one of (“M”, “F”, “T”)” if gender not in Student.GENDERS

Use ‘self’ to assign values to attributes

Attribute – variable that belongs to a class