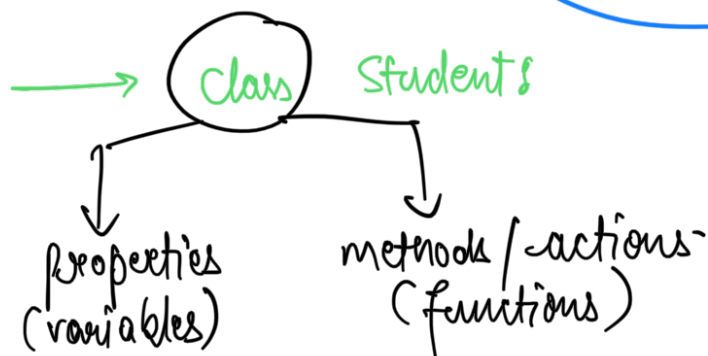
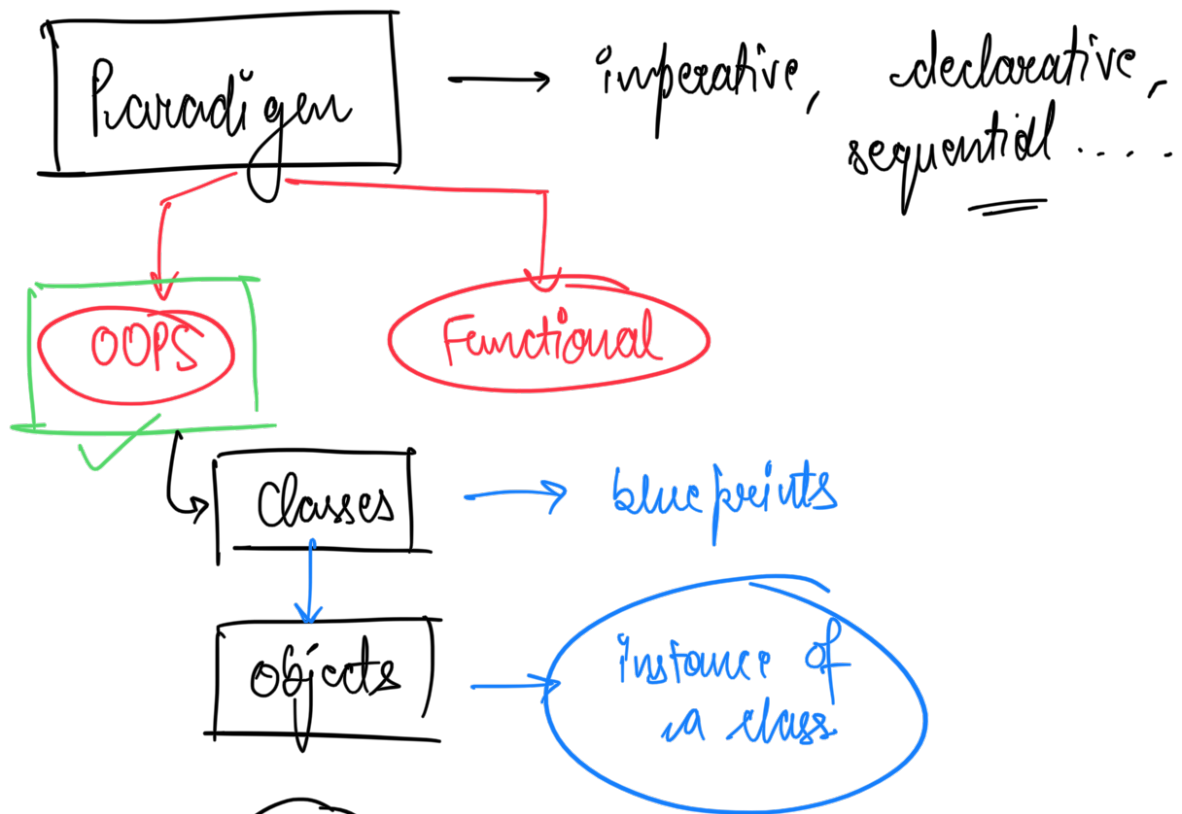


Object Oriented Programming

Important Note → **OOPS** → I did it again :>
→ **we will start at 9:05** ←



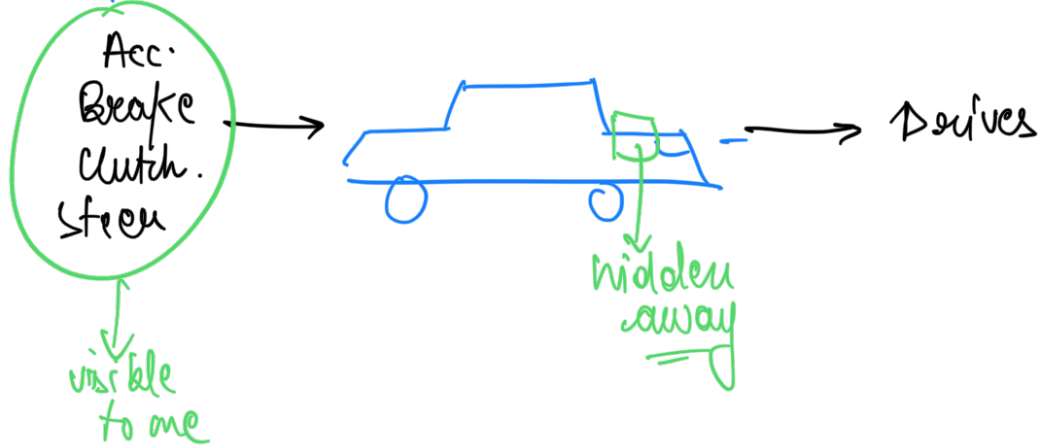
4 pillars for OOPS

(i) **Encapsulation** → putting connected

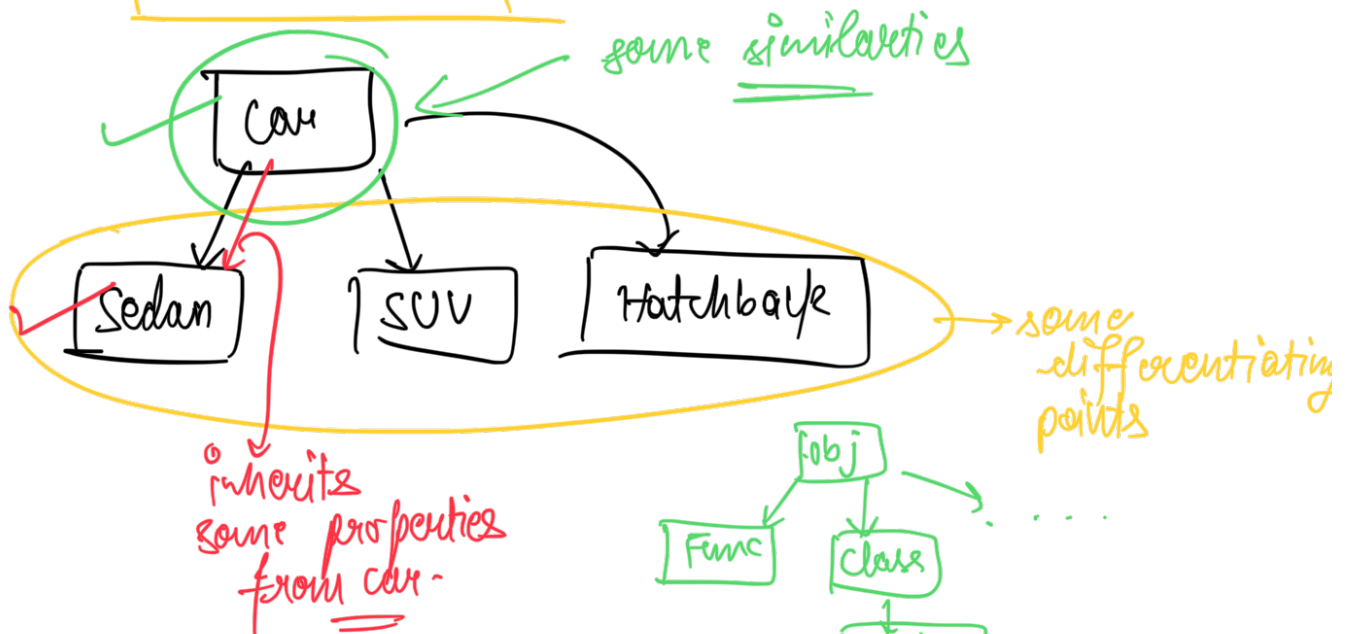
①

things together.

② Abstraction



③ Inheritance



④ Polymorphism

same entity
diff behaviour.

— α — α —

__init__

→ not a constructor!

initializing
function

Object Life Cycle

a = Random()

①

__init__

↳ is not a constructor

} → initialize

lifetime
of
object

DUNDERS
or
MAGIC METHODS

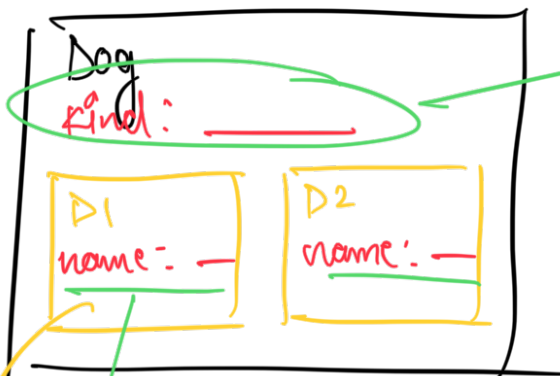
work with
the object

②

__del__

↳ is not a destructor

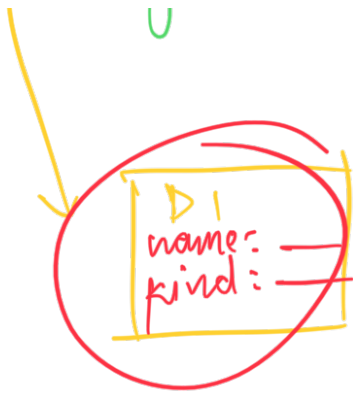
} → delete



common to
both objects
class variable

different
for both
objects

} → instance
variable



dr. kind = "something - else"