Attributes

An attribute is a characteristic of an object.

For example, we can create a class called Dog. An attribute of a dog may be its breed or its name.

The syntax for creating an attribute is:

```
self.attribute = something
```

Let's get a better understanding of attributes through an example.

```
In [1]:
```

```
class Dog:
    def __init__(self,breed):
        self.breed = breed

sam = Dog(breed='Lab')
frank = Dog(breed='Huskie')
```

Lets break down what we have above. The special method

```
__init__()
```

is called automatically right after the object has been created:

```
def init (self, breed):
```

Each attribute in a class definition begins with a reference to the instance object. It is by convention named self. The breed is the argument. The value is passed during the class instantiation.

```
self.breed = breed
```

Now we have created two instances of the Dog class. With two breed types, we can then access these attributes like this:

```
In [2]:
sam.breed
Out[2]:
'Lab'
In [3]:
frank.breed
Out[3]:
'Huskie'
```

Note how we don't have any parentheses after breed; this is because it is an attribute and doesn't take any arguments.

In Python there are also *class object attributes*. These Class Object Attributes are the same for any instance of the class. For example, we could create the attribute *species* for the Dog class. Dogs, regardless of their breed, name, or other attributes, will always be mammals. We apply this logic in the following manner:

```
In [4]:
class Dog:
```

```
# Class Object Attribute
species = 'mammal'

def __init__(self,breed,name):
    self.breed = breed
    self.name = name

In [5]:

#Now create instances of the Dog class With the breed and name of the dog.
bruno = Dog('Lab','Sam')

In [6]:
bruno.breed

Out[6]:
'Lab'

Note that the Class Object Attribute is defined outside of any methods in the class. Also by convention, we place them first before the init.
```

```
In [7]:
bruno.species
Out[7]:
'mammal'
In []:
```