**Python Day 2 – OOP**

1. What does OOP stand for? What is it, briefly?

Object Oriented Programing, programing where you have control over your data types.

Store more/access more info in one place

Grouping of properties and functions/methods

1. What is a class?

A variable created instance that is a pattern defined by its class.

Blueprint that ensures the consistent of instances.

1. Classes contain 2 things: attributes and methods. Give a brief explanation for each:  
      
   *Attributes: characteristics of an object.*

*Methods: is a function that belongs to a class.*

1. The following are lines of code could belong to a Shopping Cart class, but are out of order but . On the right, arrange the code to make a functional class.  
      
   *Once you re-order the code on the right, put a \* next to any attributes, and a box around any methods.*
2. class ShoppingCart:
4. def \_\_init\_\_(self, store):
5. self.total = 0
6. self.store = store
7. self.items = []
9. def add\_item(self, item, price):
10. self.total += price
11. self.items.append(item)
12. return self