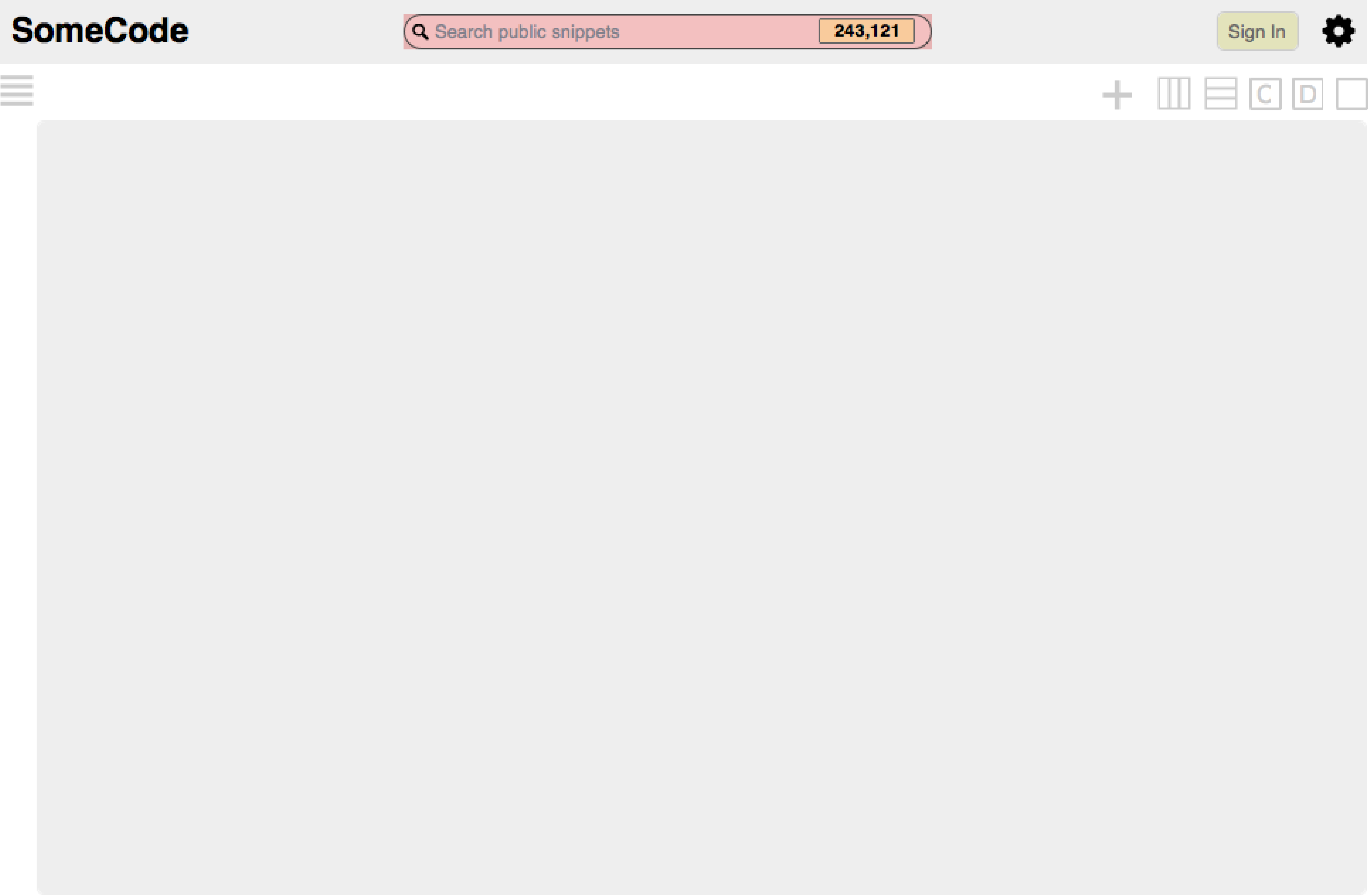
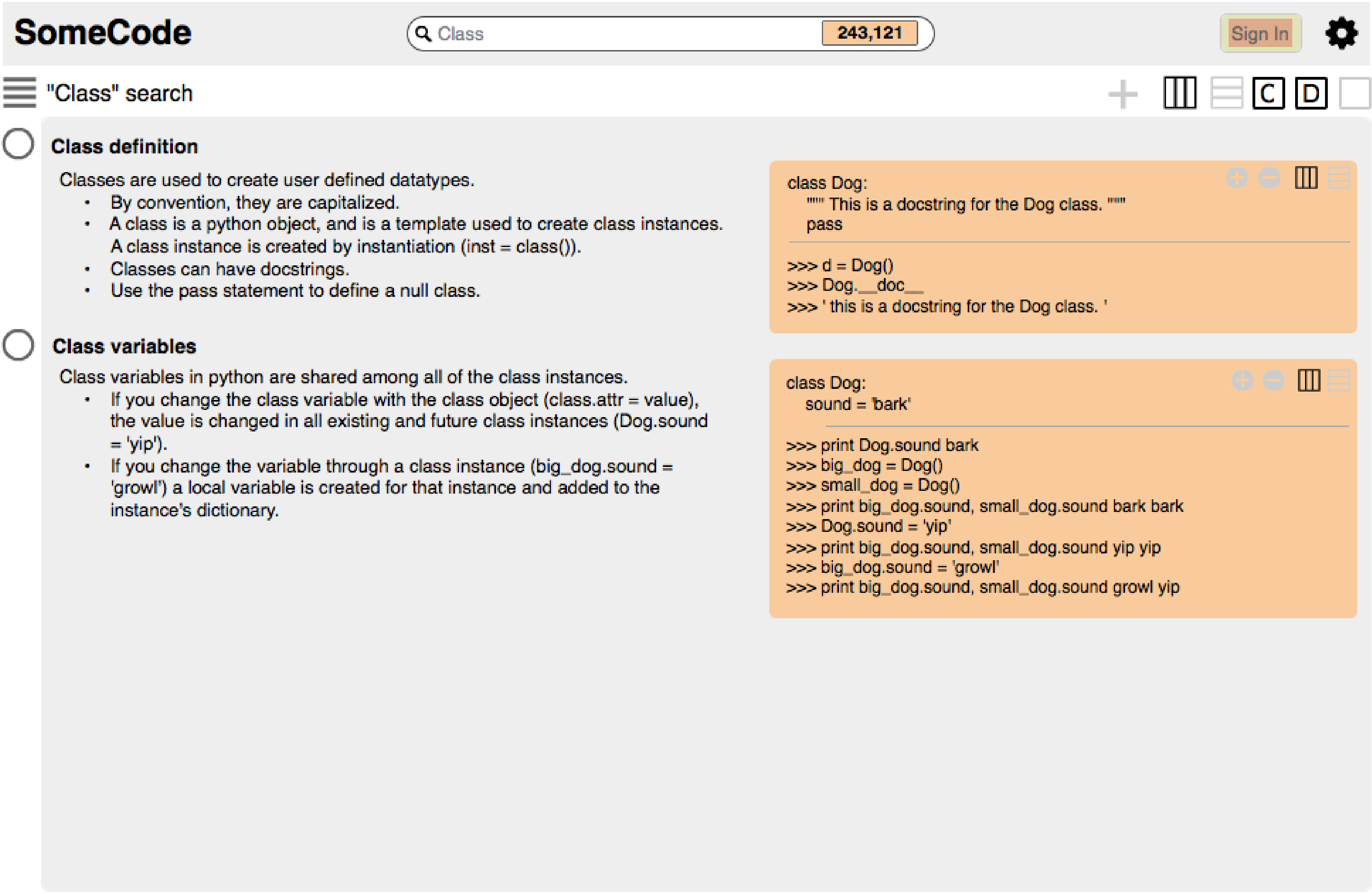

SomeCode
Search public snippets
243,121
Sign In
C
D



"Class" search

Class definition

Classes are used to create user defined datatypes.

- By convention, they are capitalized.
- A class is a python object, and is a template used to create class instances. A class instance is created by instantiation (inst = class()).
- Classes can have docstrings.
- Use the pass statement to define a null class.

```
class Dog:
    """ This is a docstring for the Dog class. """
    pass
```

```
>>> d = Dog()
>>> Dog.__doc__
>>> ' this is a docstring for the Dog class. '
```

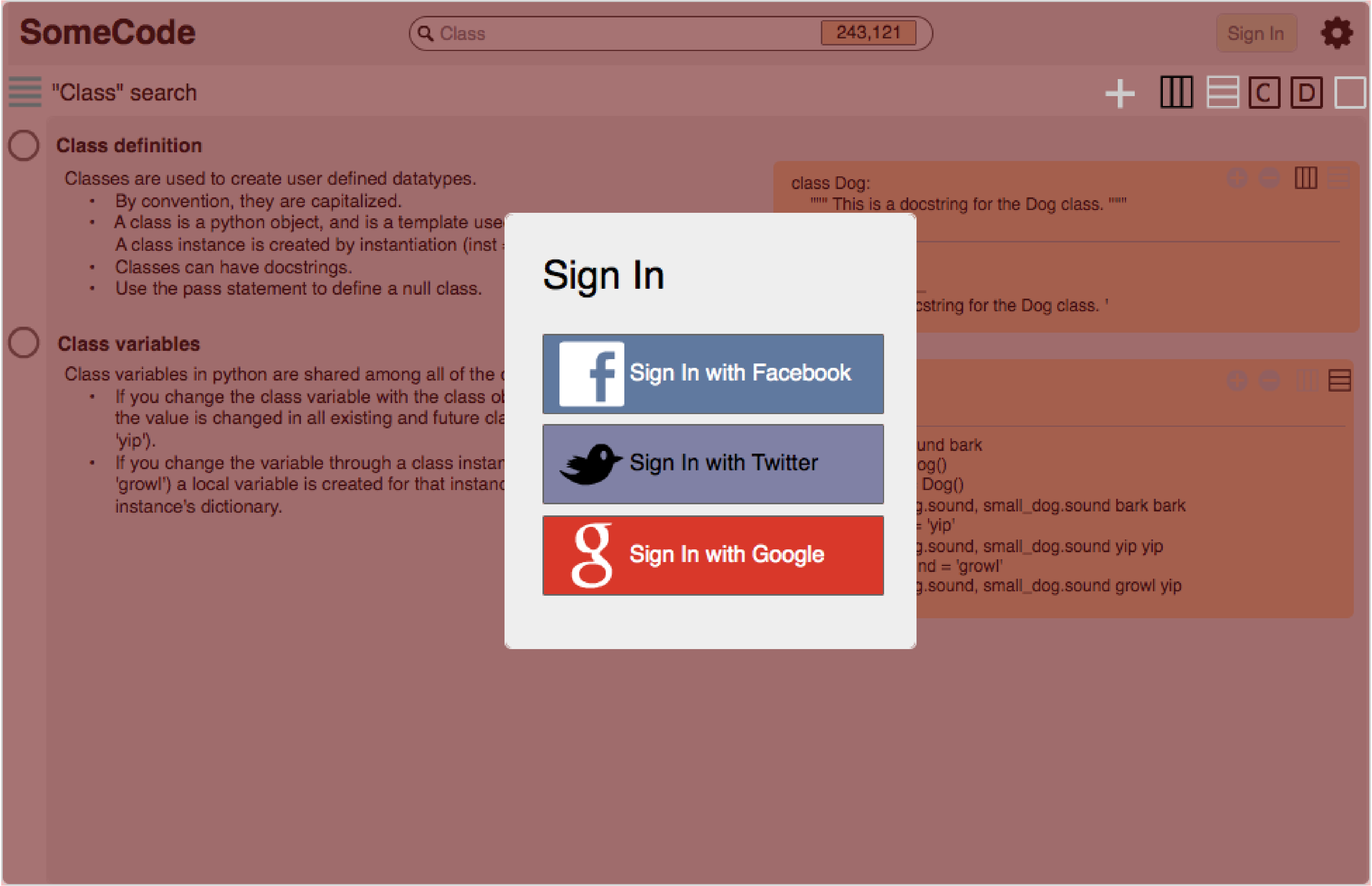
Class variables

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'yip').
- If you change the variable through a class instance (big_dog.sound = 'growl') a local variable is created for that instance and added to the instance's dictionary.

```
class Dog:
    sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound yip yip
>>> big_dog.sound = 'growl'
>>> print big_dog.sound, small_dog.sound growl yip
```



Class definition

Classes are used to create user defined datatypes.

- By convention, they are capitalized.
- A class is a python object, and is a template use
  A class instance is created by instantiation (inst
- Classes can have docstrings.
- Use the pass statement to define a null class.

Class variables

Class variables in python are shared among all of the

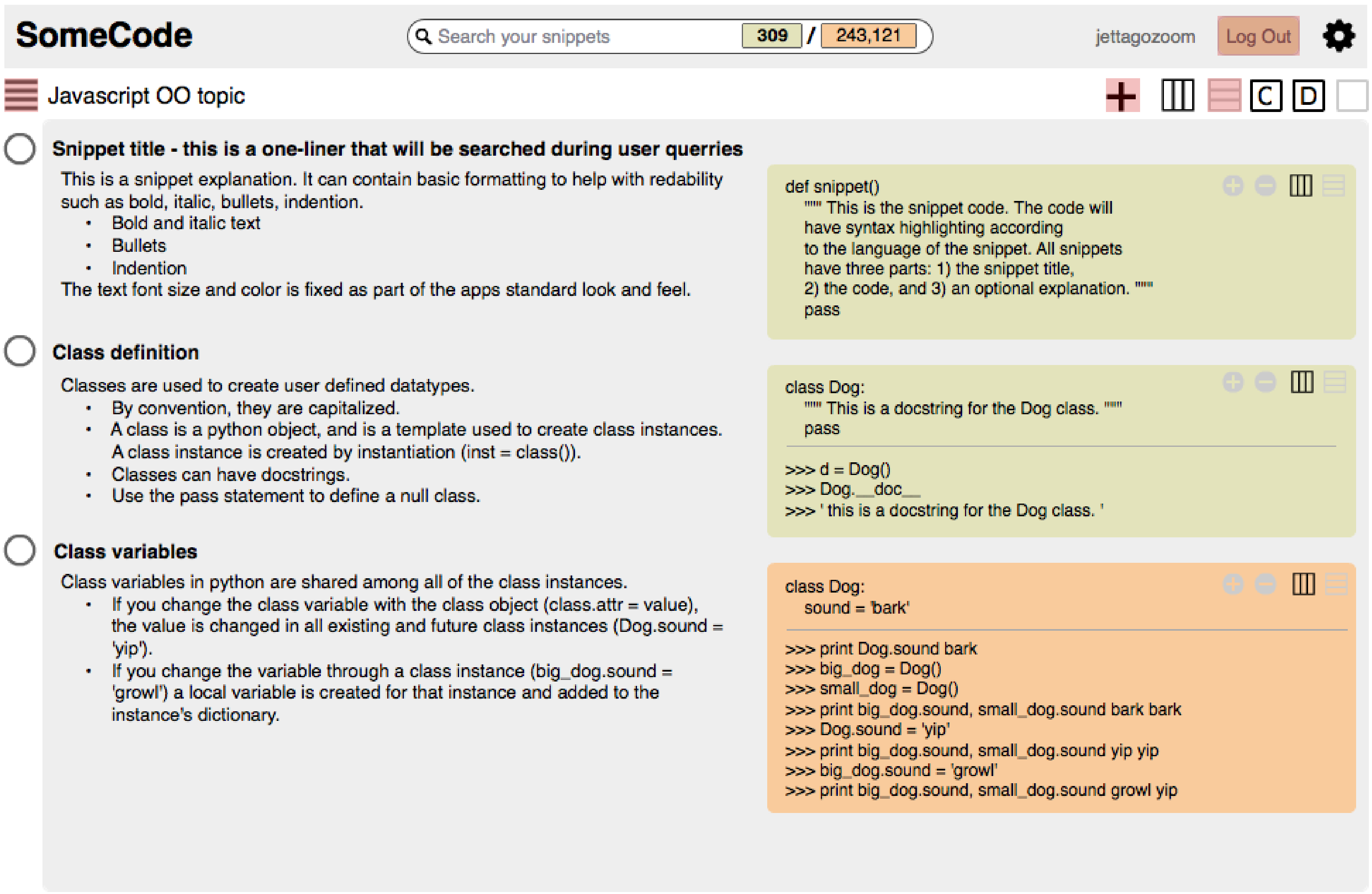
- If you change the class variable with the class ob
  the value is changed in all existing and future cla
  'yip').
- If you change the variable through a class instan
  'growl') a local variable is created for that instanc
  instance's dictionary.

```
class Dog:
    """ This is a docstring for the Dog class. """
```

```
cstring for the Dog class. '
```

```
und bark
og()
 Dog()
g.sound, small_dog.sound bark bark
= 'yip'
g.sound, small_dog.sound yip yip
nd = 'growl'
g.sound, small_dog.sound growl yip
```

Sign In



Javascript OO topic

○ **Snippet title - this is a one-liner that will be searched during user querries**

This is a snippet explanation. It can contain basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
    """ This is the snippet code. The code will
    have syntax highlighting according
    to the language of the snippet. All snippets
    have three parts: 1) the snippet title,
    2) the code, and 3) an optional explanation. """
    pass
```

○ **Class definition**

Classes are used to create user defined datatypes.

- By convention, they are capitalized.
- A class is a python object, and is a template used to create class instances. A class instance is created by instantiation (inst = class()).
- Classes can have docstrings.
- Use the pass statement to define a null class.

```
class Dog:
    """ This is a docstring for the Dog class. """
    pass
```

```
>>> d = Dog()
>>> Dog.__doc__
>>> ' this is a docstring for the Dog class. '
```

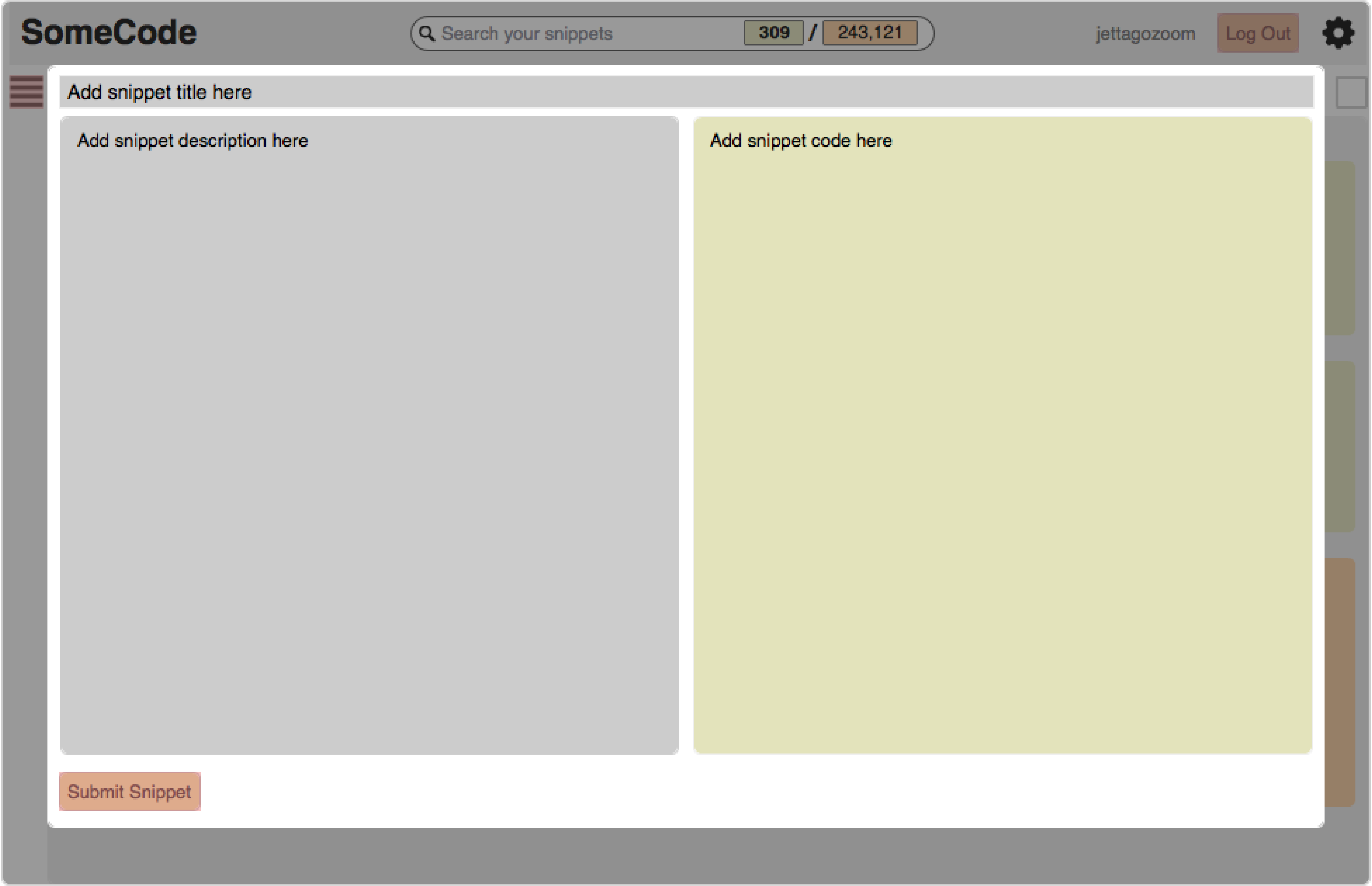
○ **Class variables**

Class variables in python are shared among all of the class instances.

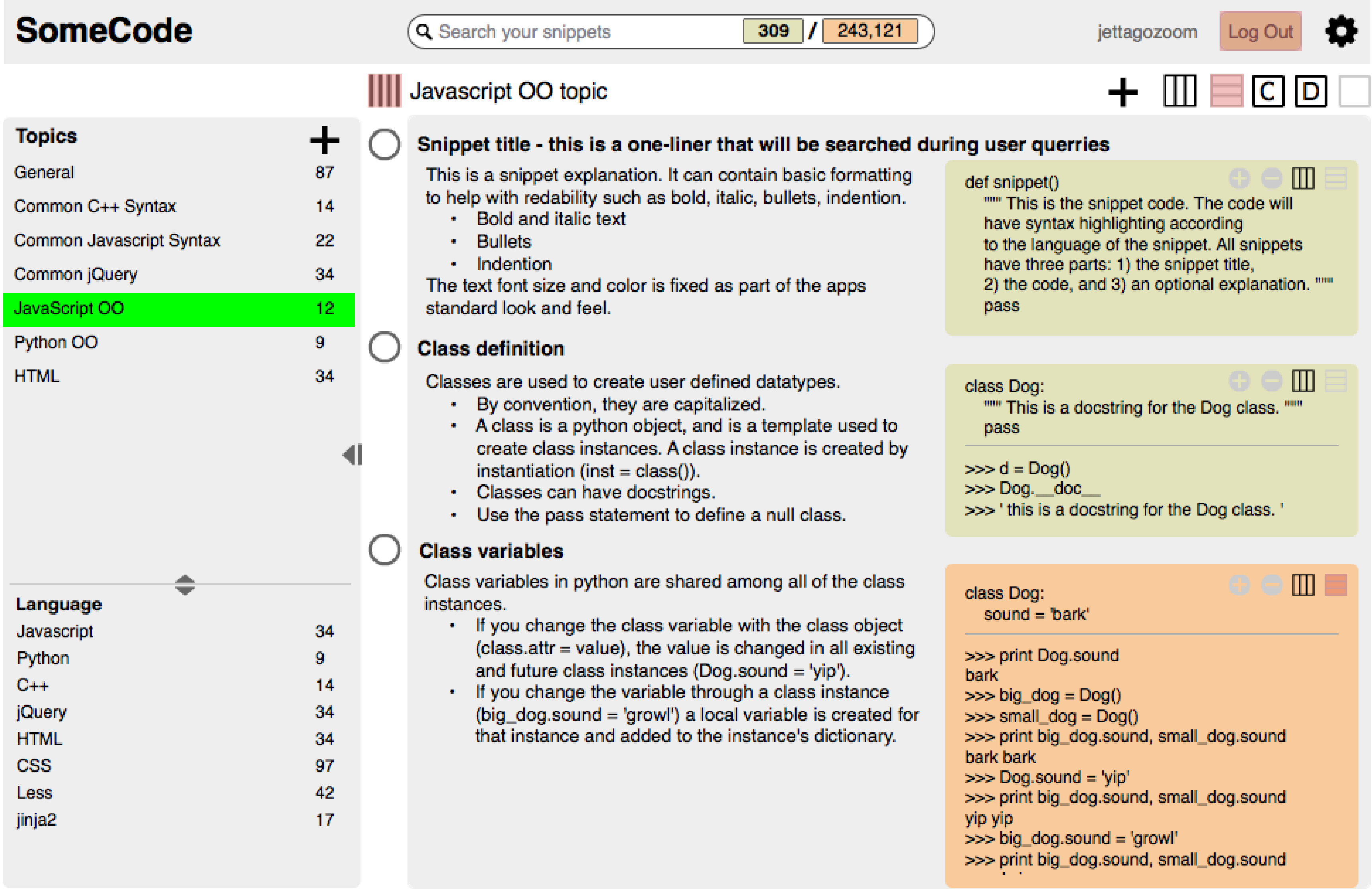
- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'yip').
- If you change the variable through a class instance (big_dog.sound = 'growl') a local variable is created for that instance and added to the instance's dictionary.

```
class Dog:
    sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound yip yip
>>> big_dog.sound = 'growl'
>>> print big_dog.sound, small_dog.sound growl yip
```



SomeCode
Search your snippets
309
/
243,121
jettagozoom
Log Out
Add snippet title here
Add snippet description here
Add snippet code here
Submit Snippet



Javascript OO topic

Topics

General	87
Common C++ Syntax	14
Common Javascript Syntax	22
Common jQuery	34
JavaScript OO	12
Python OO	9
HTML	34

Language

Javascript	34
Python	9
C++	14
jQuery	34
HTML	34
CSS	97
Less	42
jinja2	17

○ **Snippet title - this is a one-liner that will be searched during user querries**

This is a snippet explanation. It can contain basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
    """ This is the snippet code. The code will
    have syntax highlighting according
    to the language of the snippet. All snippets
    have three parts: 1) the snippet title,
    2) the code, and 3) an optional explanation. """
    pass
```

○ **Class definition**

Classes are used to create user defined datatypes.

- By convention, they are capitalized.
- A class is a python object, and is a template used to create class instances. A class instance is created by instantiation (inst = class()).
- Classes can have docstrings.
- Use the pass statement to define a null class.

```
class Dog:
    """ This is a docstring for the Dog class. """
    pass

>>> d = Dog()
>>> Dog.__doc__
>>> ' this is a docstring for the Dog class. '
```

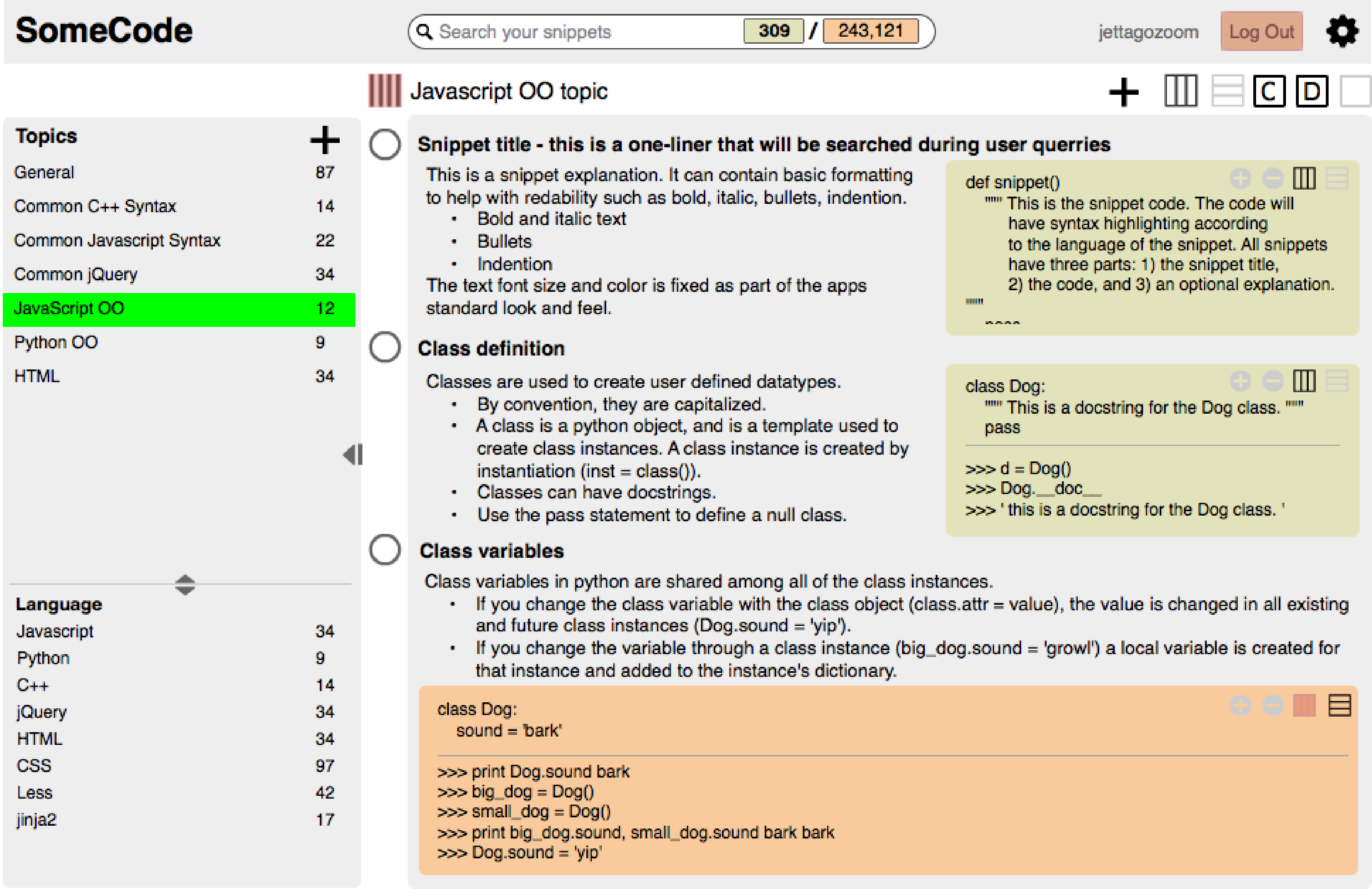
○ **Class variables**

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'yip').
- If you change the variable through a class instance (big_dog.sound = 'growl') a local variable is created for that instance and added to the instance's dictionary.

```
class Dog:
    sound = 'bark'

>>> print Dog.sound
bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound
bark bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound
yip yip
>>> big_dog.sound = 'growl'
>>> print big_dog.sound, small_dog.sound
```



Javascript OO topic

Topics	
General	87
Common C++ Syntax	14
Common Javascript Syntax	22
Common jQuery	34
JavaScript OO	12
Python OO	9
HTML	34

Language	
Javascript	34
Python	9
C++	14
jQuery	34
HTML	34
CSS	97
Less	42
jinja2	17

○ **Snippet title - this is a one-liner that will be searched during user querries**

This is a snippet explanation. It can contain basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
    """ This is the snippet code. The code will
         have syntax highlighting according
         to the language of the snippet. All snippets
         have three parts: 1) the snippet title,
         2) the code, and 3) an optional explanation.
"""
```

○ **Class definition**

Classes are used to create user defined datatypes.

- By convention, they are capitalized.
- A class is a python object, and is a template used to create class instances. A class instance is created by instantiation (inst = class()).
- Classes can have docstrings.
- Use the pass statement to define a null class.

```
class Dog:
    """ This is a docstring for the Dog class. """
    pass
```

```
>>> d = Dog()
>>> Dog.__doc__
>>> ' this is a docstring for the Dog class. '
```

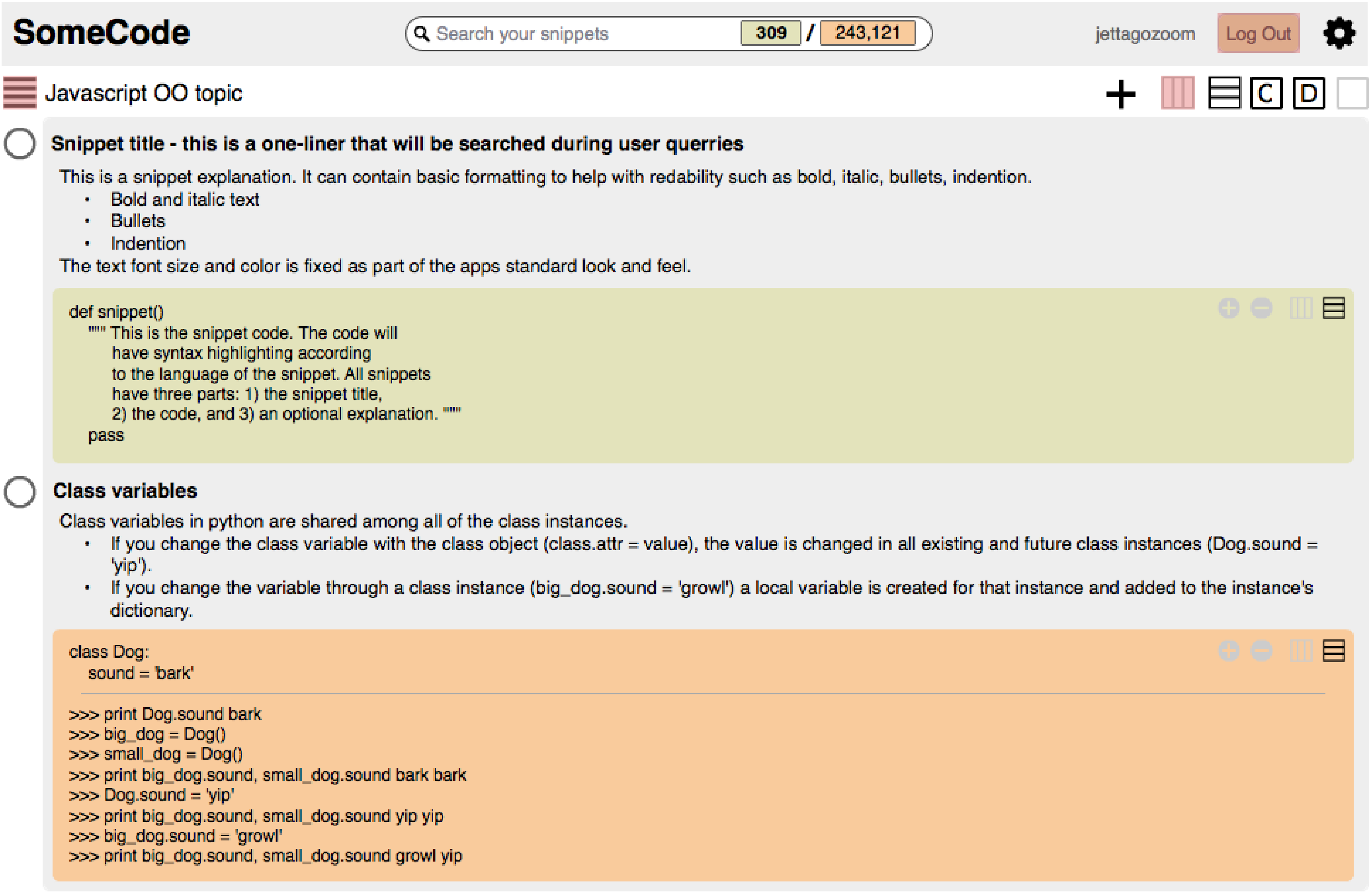
○ **Class variables**

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'yip').
- If you change the variable through a class instance (big_dog.sound = 'growl') a local variable is created for that instance and added to the instance's dictionary.

```
class Dog:
   sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark bark
>>> Dog.sound = 'yip'
```



Javascript OO topic

○ **Snippet title - this is a one-liner that will be searched during user querries**

This is a snippet explanation. It can contain basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
    """ This is the snippet code. The code will
        have syntax highlighting according
        to the language of the snippet. All snippets
        have three parts: 1) the snippet title,
        2) the code, and 3) an optional explanation. """
    pass
```

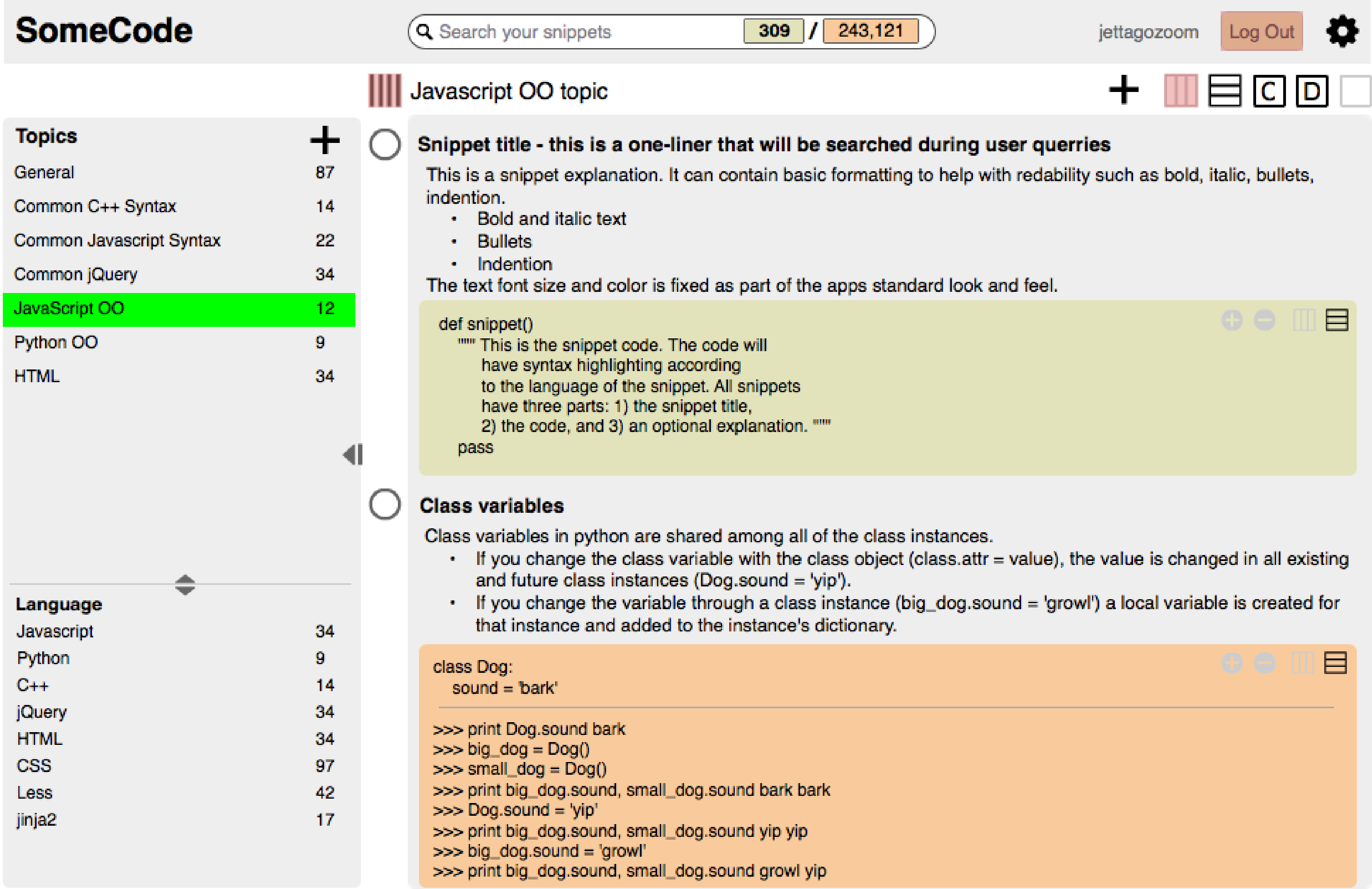
○ **Class variables**

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'yip').
- If you change the variable through a class instance (big_dog.sound = 'growl') a local variable is created for that instance and added to the instance's dictionary.

```
class Dog:
    sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound yip yip
>>> big_dog.sound = 'growl'
>>> print big_dog.sound, small_dog.sound growl yip
```



Topics	
General	87
Common C++ Syntax	14
Common Javascript Syntax	22
Common jQuery	34
JavaScript OO	12
Python OO	9
HTML	34

Language	
Javascript	34
Python	9
C++	14
jQuery	34
HTML	34
CSS	97
Less	42
jinja2	17

○ **Snippet title - this is a one-liner that will be searched during user querries**

This is a snippet explanation. It can contain basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
   """ This is the snippet code. The code will
       have syntax highlighting according
       to the language of the snippet. All snippets
       have three parts: 1) the snippet title,
       2) the code, and 3) an optional explanation. """
   pass
```

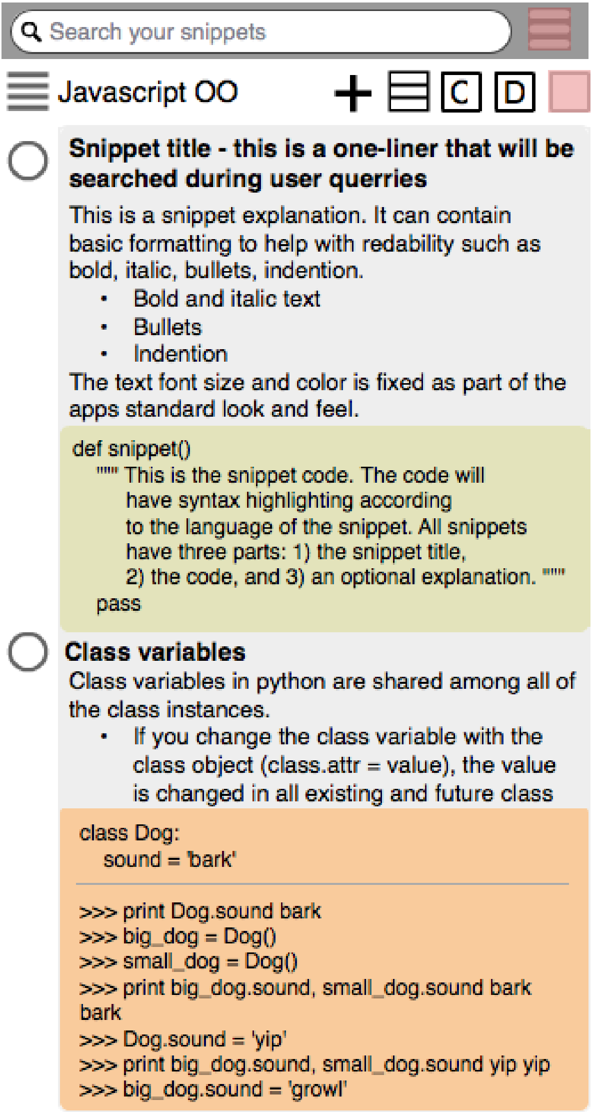
○ **Class variables**

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'yip').
- If you change the variable through a class instance (big_dog.sound = 'growl') a local variable is created for that instance and added to the instance's dictionary.

```
class Dog:
   sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound yip yip
>>> big_dog.sound = 'growl'
>>> print big_dog.sound, small_dog.sound growl yip
```



Javascript OO

○ **Snippet title - this is a one-liner that will be searched during user querries**

This is a snippet explanation. It can contain basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
    """ This is the snippet code. The code will
        have syntax highlighting according
        to the language of the snippet. All snippets
        have three parts: 1) the snippet title,
        2) the code, and 3) an optional explanation. """
    pass
```

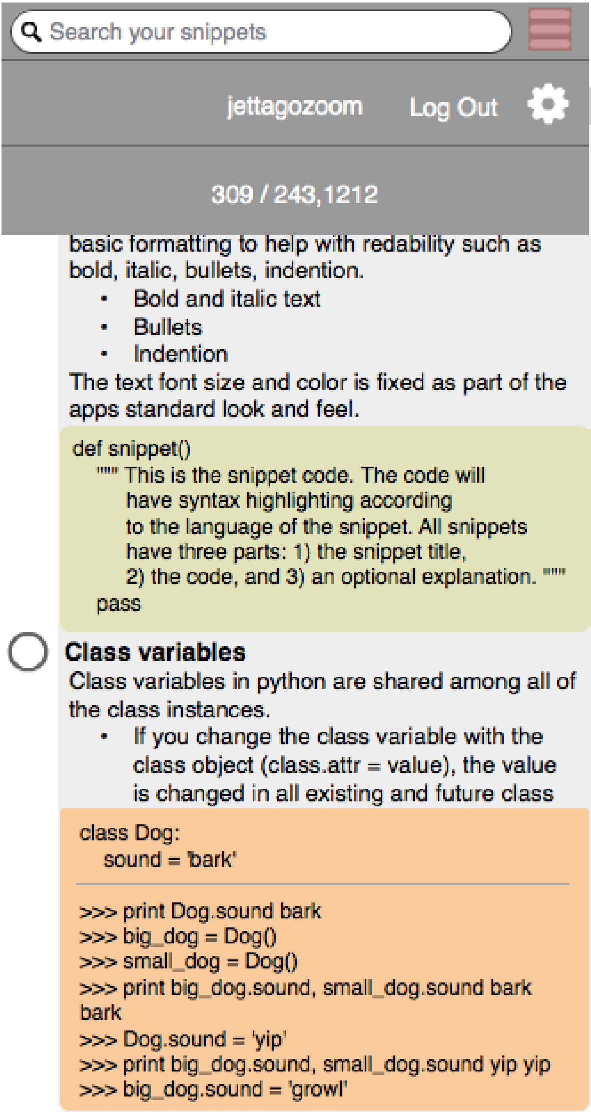
○ **Class variables**

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class

```
class Dog:
    sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark
bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound yip yip
>>> big_dog.sound = 'growl'
```



basic formatting to help with redability such as bold, italic, bullets, indention.

- Bold and italic text
- Bullets
- Indention

The text font size and color is fixed as part of the apps standard look and feel.

```
def snippet()
   """ This is the snippet code. The code will
       have syntax highlighting according
       to the language of the snippet. All snippets
       have three parts: 1) the snippet title,
       2) the code, and 3) an optional explanation. """
   pass
```

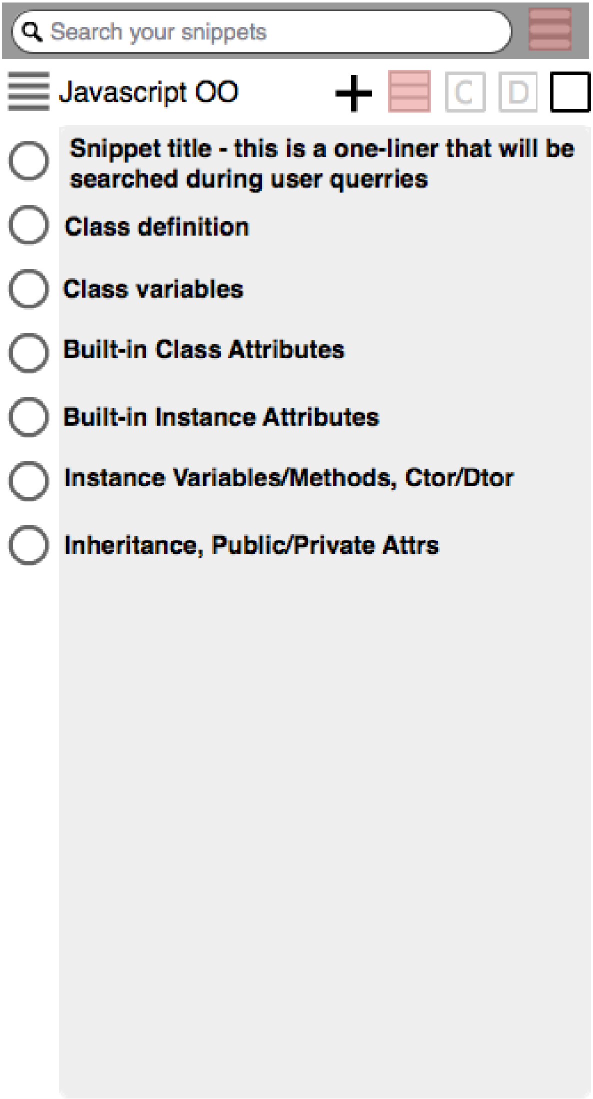
○ **Class variables**

Class variables in python are shared among all of the class instances.

- If you change the class variable with the class object (class.attr = value), the value is changed in all existing and future class

```
class Dog:
   sound = 'bark'
```

```
>>> print Dog.sound bark
>>> big_dog = Dog()
>>> small_dog = Dog()
>>> print big_dog.sound, small_dog.sound bark
bark
>>> Dog.sound = 'yip'
>>> print big_dog.sound, small_dog.sound yip yip
>>> big_dog.sound = 'growl'
```



○ Snippet title - this is a one-liner that will be searched during user querries

○ Class definition

○ Class variables

○ Built-in Class Attributes

○ Built-in Instance Attributes

○ Instance Variables/Methods, Ctor/Dtor

○ Inheritance, Public/Private Attrs