

## **SomeCode**

Q Class

243,121















### 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 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.

```
\mathbb{I}
class Dog:
  """ This is a docstring for the Dog class. """
  pass
>>> d = Dog()
>>> Dog.__doc__
>>> 'this is a docstring for the Dog 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'
>>> print big_dog.sound, small_dog.sound growl yip
```



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## 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.

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```
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 Dog:

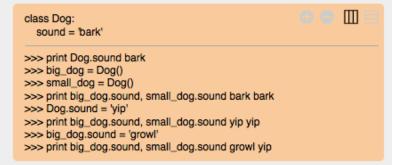
""" This is a docstring for the Dog class. """

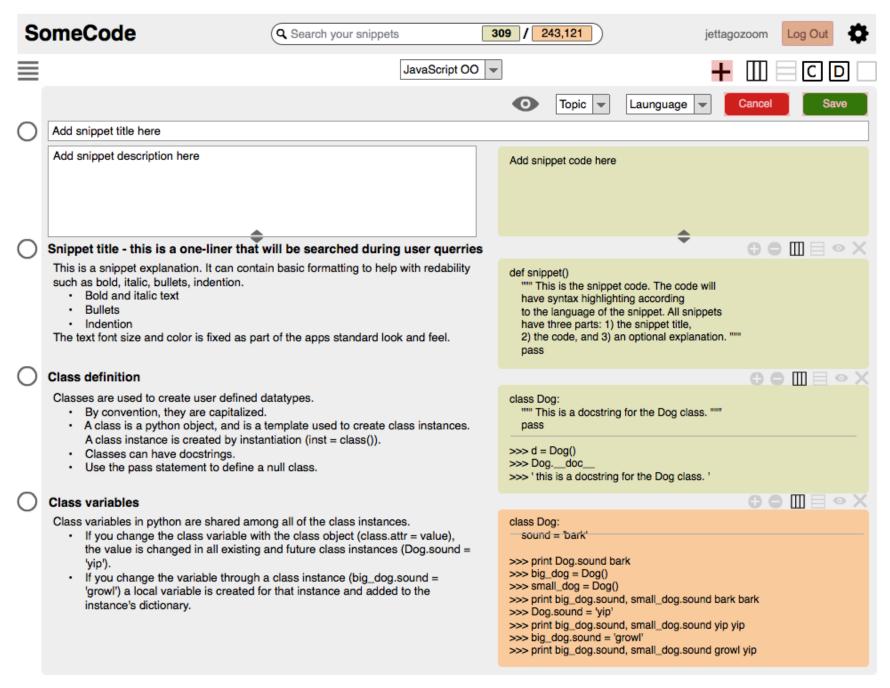
pass

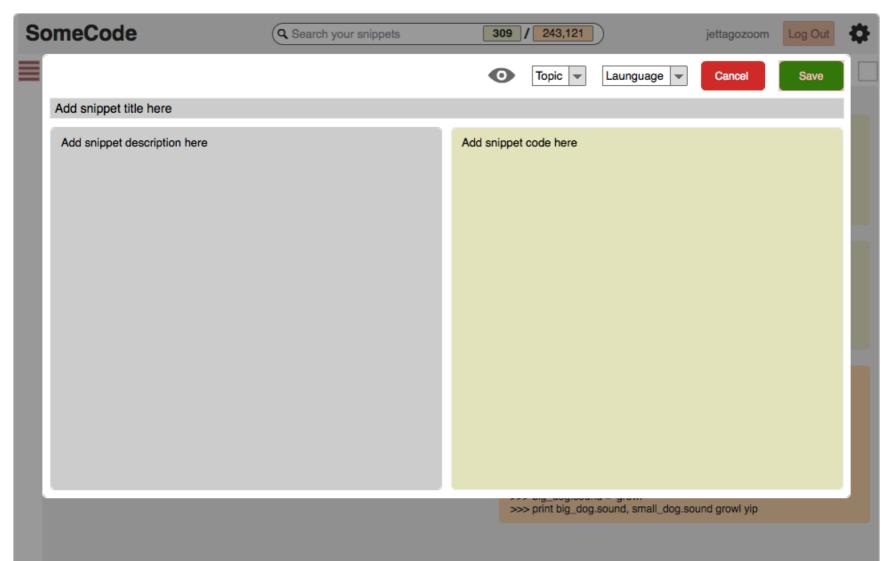
>>> d = Dog()

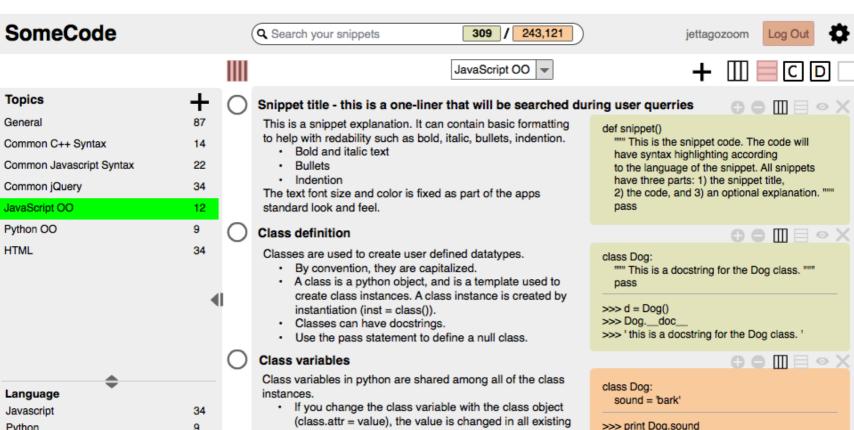
>>> Dog.__doc__

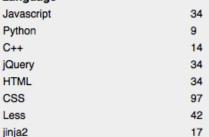
>>> ' this is a docstring for the Dog class. '
```











(class.attr = value), the value is changed in all existing and future class instances (Dog.sound = 'vip').

bark

bark bark

yip yip

>>> big\_dog = Dog()

>>> small dog = Dog()

>>> Dog.sound = 'yip'

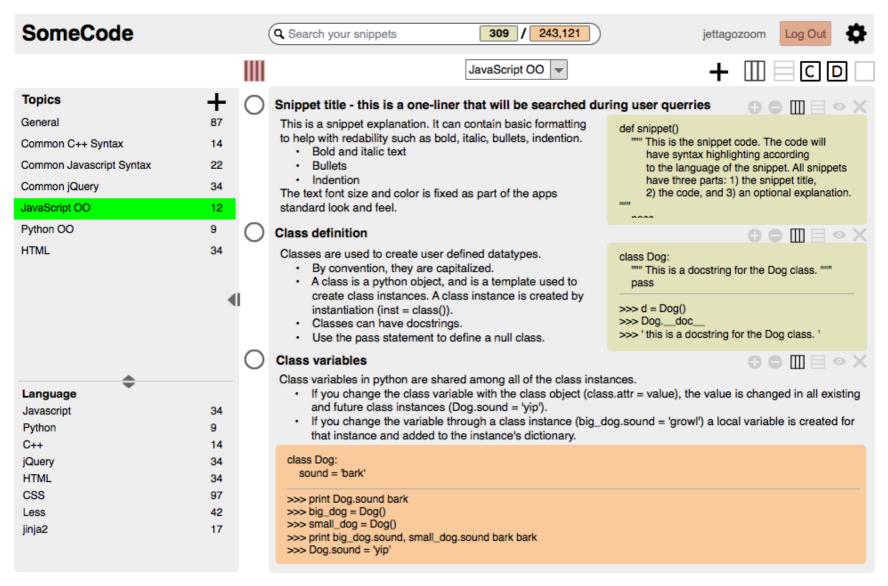
>>> big\_dog.sound = 'growl'

>>> print big\_dog.sound, small\_dog.sound

>>> print big\_dog.sound, small\_dog.sound

>>> print big\_dog.sound, small\_dog.sound

· 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.



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

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# 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'

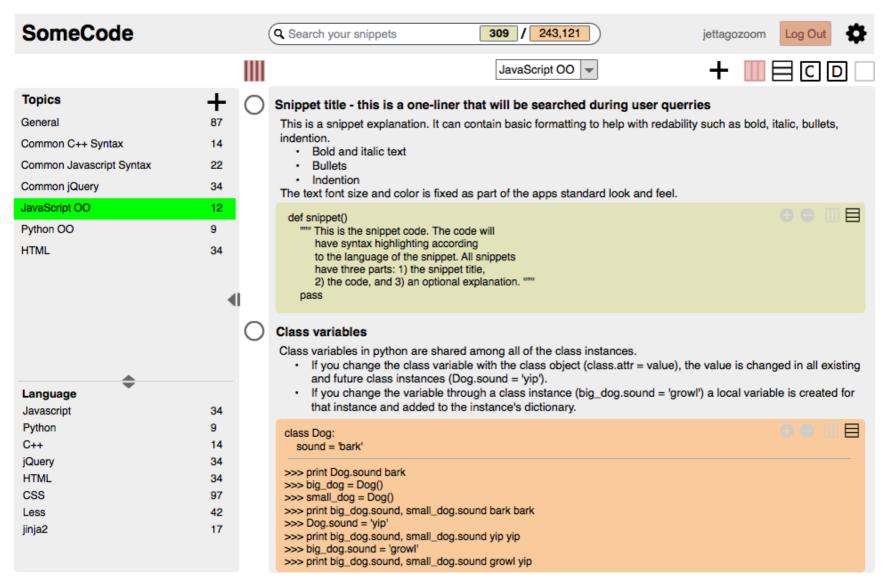
>>> print big\_dog.sound, small\_dog.sound yip yip

>>> big\_dog.sound = 'growl'

>>> print big\_dog.sound, small\_dog.sound growl yip

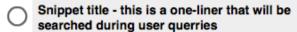












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    sound = 'bark'

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>>> 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'
```



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### 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'

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0	Snippet title - this is a one-liner that will be searched during user querries
0	Class definition
0	Class variables
0	Built-in Class Attributes
0	Built-in Instance Attributes
0	Instance Variables/Methods, Ctor/Dtor
0	Inheritance, Public/Private Attrs

