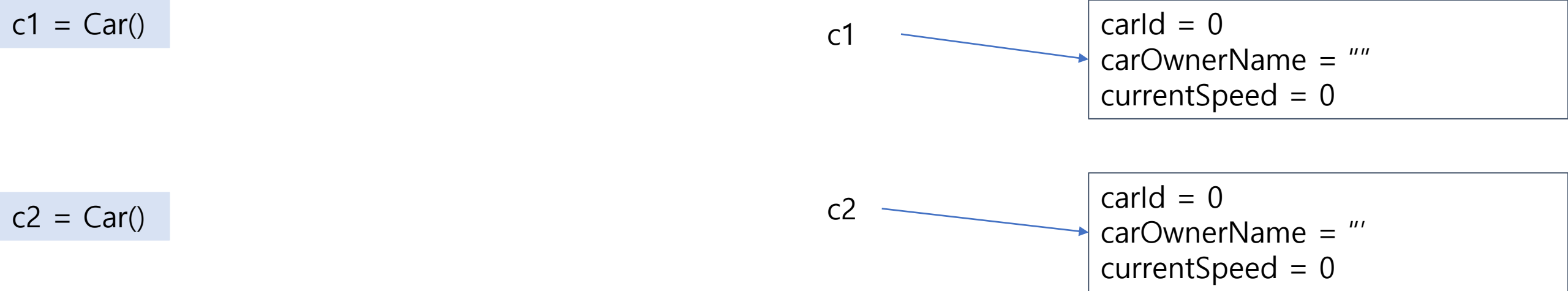


# EX\_08\_클래스\_1 - 설명

다음 이해해야 함  
class 개념  
object 개념

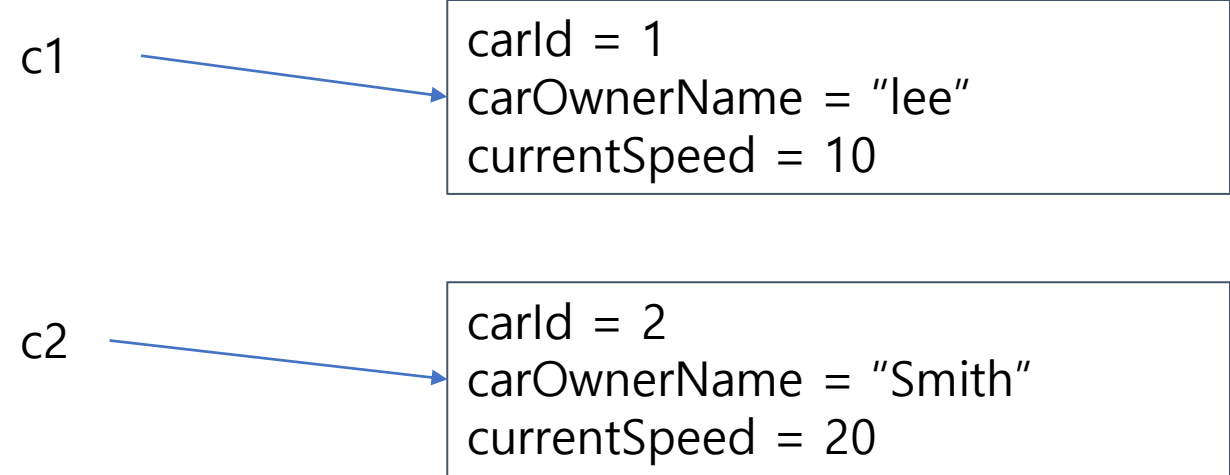
```
class Car() :  
    carId = 0          # 자동차등록번호  
    carOwnerName = ""  # 차주인 이름  
    currentSpeed = 0   # 현재 자동차 속도
```

```
# Car 클래스는 Car 객체(인스턴스) 생성 틀
```



```
c1 = Car()  
c1.carId = 1  
c1.carOwnerName = "lee"  
c1.currentSpeed = 10
```

```
c2 = Car()  
c2.carId = 2  
c2.carOwnerName = "Smith"  
c2.currentSpeed = 20
```



# EX\_08\_클래스\_2 - 설명

다음 이해해야 함  
class 개념  
object 개념  
constructor 개념

```
class Car() :  
    carId = 0          # 자동차등록번호  
    carOwnerName = ""  # 차주인 이름  
    currentSpeed = 0   # 현재 자동차 속도
```

```
#constructor
```

```
def __init__ (self, id , ownerName ) :  
    self.carId = id  
    self.carOwnerName = ownerName
```

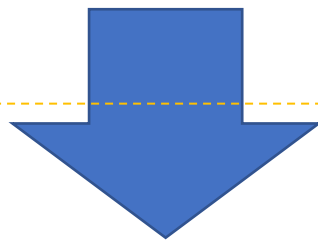
```
# Car 클래스는 Car 객체(인스턴스) 생성 틀
```

```
c1 = Car(1,"lee")
```

## 1. 객체 생성

c1

```
carId = 0  
carOwnerName = ""  
currentSpeed = 0  
  
def __init__(self, id , ownerName ) :  
    self.carId = id  
    self.carOwnerName = ownerName
```



## 2. Constructor 호출

```
__init__( self , 1, "lee")
```

c1

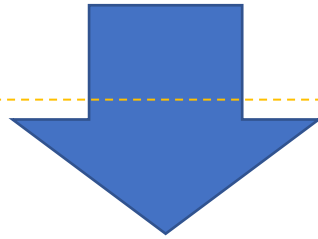
```
carId = 1  
carOwnerName = "lee"  
currentSpeed = 0  
  
def __init__(self, id , ownerName ) :  
    self.carId = id  
    self.carOwnerName = ownerName
```

```
c2 = Car(2,"Smith")
```

c2

carId = 0 carOwnerName = "" currentSpeed = 0
def __init__(self, id , ownerName ) : self.carId = id self.carOwnerName = ownerName

1. 객체 생성



c2

carId = <b>2</b> carOwnerName = " <b>Smith</b> " currentSpeed = 0
def __init__(self, id , ownerName ) : self.carId = id self.carOwnerName = ownerName

2. Constructor 호출

```
__init__( self , 2, "Smith")
```



# EX\_08\_클래스\_3 - 설명

다음 이해해야 함  
class 개념  
object 개념  
constructor 개념  
method 개념

```
class Car() :  
    carId = 0          # 자동차등록번호  
    carOwnerName = ""  # 차주인 이름  
    currentSpeed = 0   # 현재 자동차 속도
```

#constructor

```
def __init__ (self, id , ownerName ) :  
    self.carId = id  
    self.carOwnerName = ownerName
```

#method #클래스 안 함수(즉, 객체에 생성되는 함수)를 method라고 부름  
#클래스 안 함수는 반드시 self 가 반드시 첫번째 parameter로 있어야

```
def printInfo(self) :  
    print(self.carId, self.carOwnerName, self.currentSpeed)
```

```
def getCarOwnerName(self) :  
    return self.carOwnerName
```

```
def setSpeed(self, s) :  
    self.currentSpeed = s
```

c1 = Car(1,"lee")

## 1. 객체 생성



c1

```
carId = 0
carOwnerName = ""
currentSpeed = 0

def __init__(self, id , ownerName ) :
    self.carId = id
    self.carOwnerName = ownerName
def printInfo(self) :
    print(self.carId, self.carOwnerName, self.currentSpeed)
def getCarOwnerName(self) :
    return self.carOwnerName
def setSpeed(self, s) :
    self.currentSpeed = s
```

## 2. Constructor 호출

`__init__( self , 1, "lee")`

c1

```
carId = 1
carOwnerName = "lee"
currentSpeed = 0

def __init__(self, id , ownerName ) :
    self.carId = id
    self.carOwnerName = ownerName
def printInfo(self) :
    print(self.carId, self.carOwnerName, self.currentSpeed)
def getCarOwnerName(self) :
    return self.carOwnerName
def setSpeed(self, s) :
```

By Leeji

```
c1 = Car(1,"lee")  
c1.setSpeed(11111)
```

c1

```
carId = 1  
carOwnerName = "lee"  
currentSpeed = 0  
  
def __init__(self, id , ownerName ) :  
    self.carId = id  
    self.carOwnerName = ownerName  
def printInfo(self) :  
    print(self.carId, self.carOwnerName, self.currentSpeed)  
def getCarOwnerName(self) :  
    return self.carOwnerName  
def setSpeed(self, s) :  
    self.currentSpeed = s
```