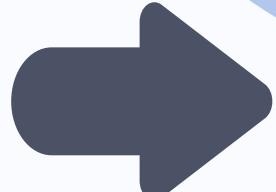
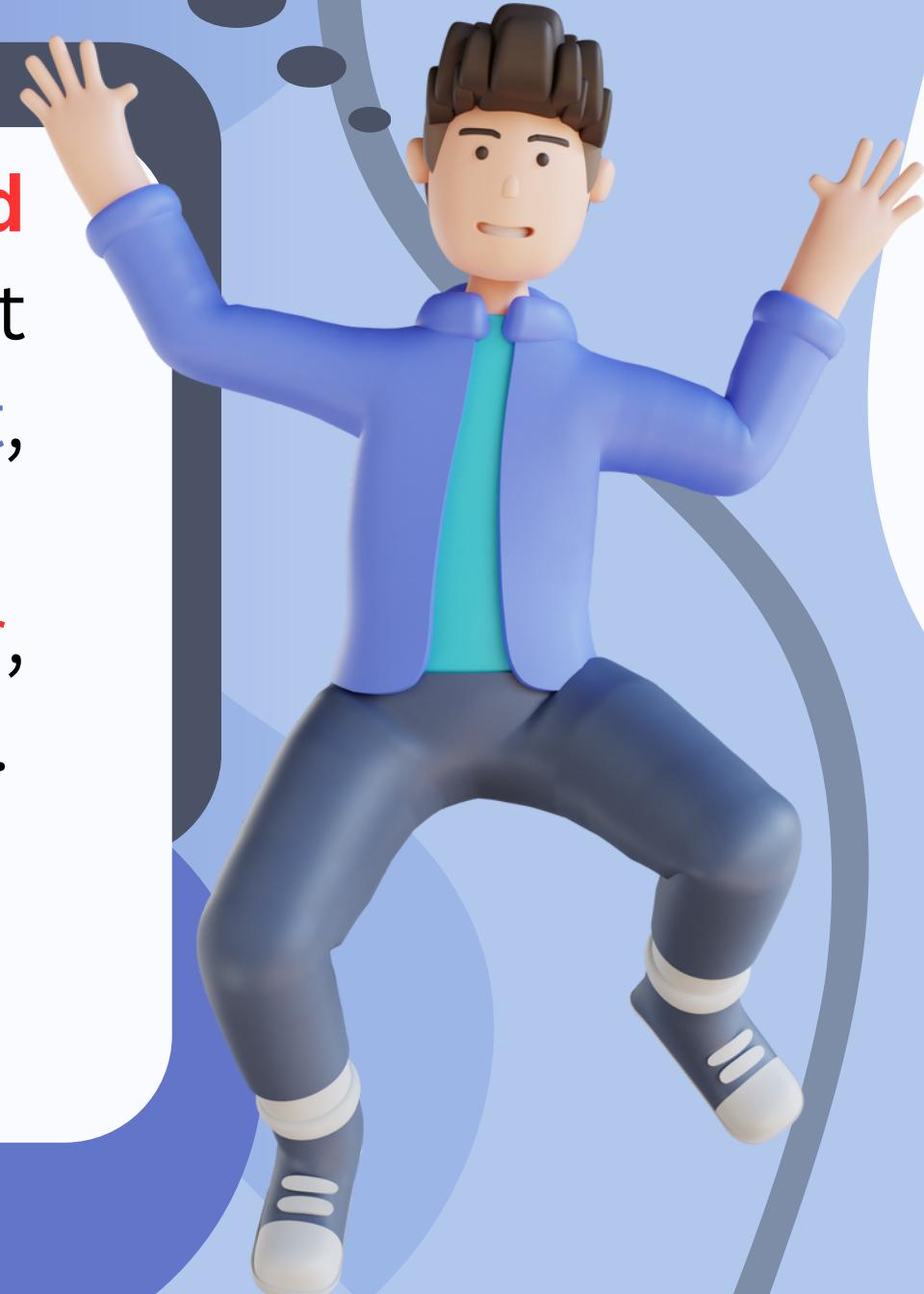


OBJECT-ORIENTED PROGRAMMING



LET'S TALK ABOUT
OOP IN PYTHON





LET'S
START

CLASSES/OBJECTS

Python is an **object oriented** programming language .Almost everything in Python is an **object**, with its **properties** and **methods**.

A Class is like an **object constructor**, or a "blueprint" for creating objects.

CREATE A CLASS

Create a class named "Person", with a property named "favorite":

EX.

```
class Person:  
    favorite = "Programming"
```



CREATE OBJECT

Now we can use the class named Person to create objects

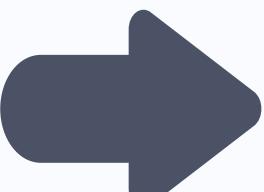
```
# Create an object named p1, and print the value of "favorite"
```

EX.

```
p1 = Person()  
print(p1.favorite)
```

OUTPUT

'Programming'

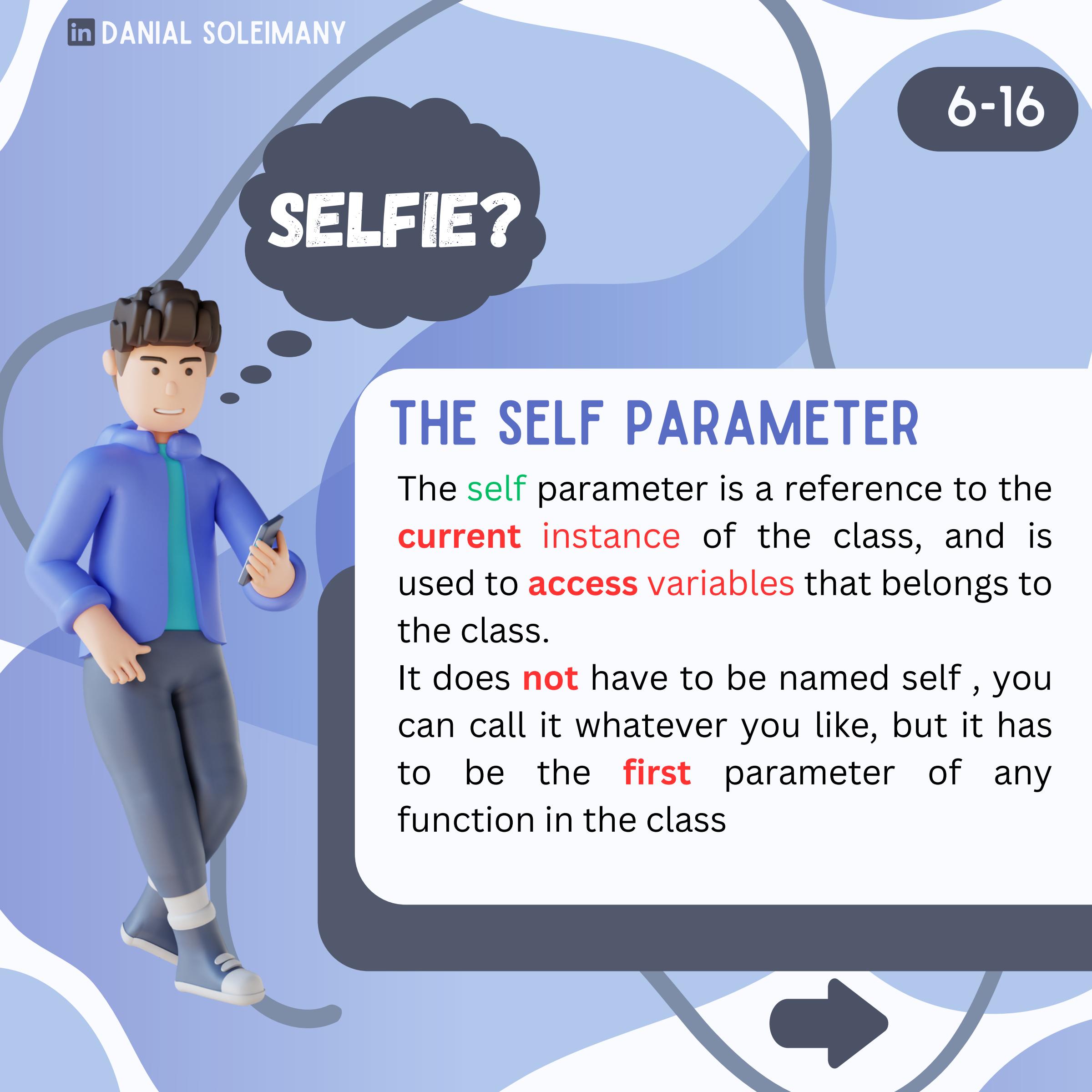


GREAT
JOB!

THE __INIT__() FUNCTION

The examples above are classes and objects in their **simplest** form, and are not really useful in real life applications. To understand the meaning of classes we have to understand the **built-in `_init_()`** function. All classes have a function called `_init_()`, which is **always** executed when the class is being initiated. Use the `_init_()` function to **assign** values to **object properties**, or other **operations** that are necessary to do when the object is being created.





SELFIE?

THE SELF PARAMETER

The **self** parameter is a reference to the **current instance** of the class, and is used to **access variables** that belongs to the class.

It does **not** have to be named self , you can call it whatever you like, but it has to be the **first** parameter of any function in the class

```
# Create a class named Person, use the __init__() function to assign values for name and age.
```

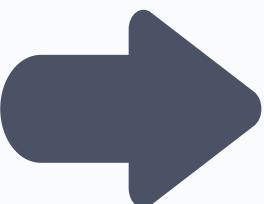
EX.

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age  
p1 = Person("Danial", 23)  
print(p1.name)  
print(p1.age)
```

OUTPUT

'Danial'
23

Note: The __init__() function is called automatically every time the class is being used to create a new object.



WANNA
MORE?

THE `__STR__()` FUNCTION

The `__str__()` function controls what should be returned when the **class object** is represented as a **string**.

If the `__str__()` function is not set, the **string representation** of the object is returned.



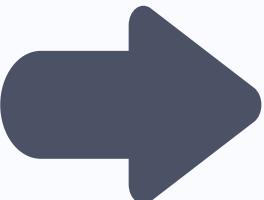
```
# The string representation of an object WITHOUT the __str__() function
```

EX.

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age  
p1 = Person("Danial", 23)  
print(p1)
```

OUTPUT

```
<__main__.Person object at 0x0000022CCF3B7D60>
```



The string representation of an object WITH the `_str_()` function

EX 2.

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age  
    def __str__(self):  
        return f"{self.name}, {self.age}"  
p1 = Person("Danial", 23)  
print(p1)
```

OUTPUT

Daniel, 23



OBJECT METHODS

Objects can also contain **methods**.
Methods in objects are functions that belong to the **object**.

LET'S CREATE A METHOD IN THE PERSON CLASS!



Insert a function that prints a greeting, and execute it on the p1 object

EX

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age  
    def myfunc(self):  
        print("Hello my name is " + self.name)  
p1 = Person("Danial", 23)  
p1.myfunc()
```

OUTPUT

'Hello my name is Danial'

Note: The `self` parameter is a reference to the `current instance` of the `class`, and is used to `access variables` that `belong` to the `class`.

Use the words mysillyobject and abc instead of self

EX 2.

```
class Person:  
    def __init__(mysillyobject, name, age):  
        mysillyobject.name = name  
        mysillyobject.age = age  
    def myfunc(abc):  
        print("Hello my name is " + abc.name)  
p1 = Person("Danial", 23)  
p1.myfunc()
```

OUTPUT

'Hello my name is Danial'



HAHA!

MODIFY OBJECT PROPERTIES

```
p1.age = 40  
print(p1.age)  
p1.name = "Jack"  
print(p1.name)
```

OUTPUT

```
40 # age value changed from 23 to 40  
'Jack' # name value changed from 'Danial' to 'Jack'
```



DELETE OBJECT PROPERTIES

You can delete properties on objects by using the **del** keyword

```
del p1.age  
print(p1.age)
```

OUTPUT

AttributeError: 'Person' object has no attribute 'age'

DELETE OBJECTS

You can delete objects by using the **del** keyword

```
del p1  
print(p1)
```

OUTPUT

NameError: name 'p1' is not defined

FOLLOW
FOR MORE

