# GIT:

* Use git bash (install).
* Use Gitbash here.
* The touch command creates files.
* Initialize using git init command.
* Check status: git status
* Push/pull, clone, connect, env/masterclass/subclass.
* Git commit: git commit
* Check tutorial again.

# Object Oriented Programming:

Review OOP PY FILES, here’s one of the codes:

class game:

def \_\_init\_\_(ouch, a,b):

ouch.level1 = a

ouch.level2 = b

def \_\_add\_\_(gamer1, gamer2):

obj = game(gamer1.level1 + gamer2.level1,gamer1.level2 + gamer2.level2)

return obj

def \_\_str\_\_(a):

return "LEVEL 1 SCORE: " + str(a.level1) + "\nLEVEL 2 SCORE: " + str(a.level2)

gmr1 = game(100,200)

gmr2 = game(400,100)

#combine

ttl = gmr1+gmr2

print(ttl)

# Virtual Environments

* Meant to limit python use to a newly created environment, which can be modified and used without affecting the original installation of python.
* **To create:** use [python.exe (concerned version) directory] -m venv [name of env]
* **To utilize:** execute activate.bat in Scripts folder.
* Then use pip to install libraries.
* **Create a dependency** (readable file: txt etc.), then use pip install -r [dependency name+extension] -> u can specify version of library in the dependency file using == (==1.0.0).