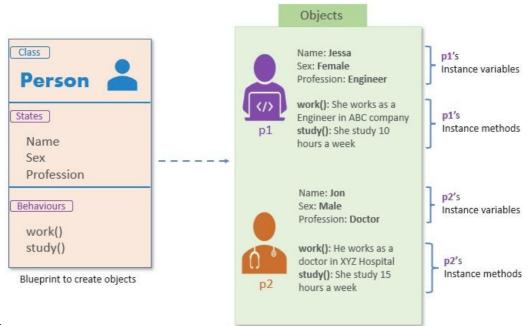
Class is like a blueprint to object. Class is like code template for object creation.



## Example:

self.gender=gender
self.section=section

```
In [1]: #lets see how to create class practically

class Person:
    def __init__(self,name,sex,profession):
        self.name=name
        self.sex=sex
        self.profession=profession

#if we do this much we just created class
```

In above we just create the class with name Person and we create states or property of that class-name, sex, profession now, we will create behavior or methods of class.

```
In [3]:
         class Person:
             def __init__(self,name,sex,profession):
                 self.name=name
                 self.sex=sex
                 self.profession=profession
             #we created methods
             def printshows(self):
                 print("His/Her name is",self.name, "and her sex is:",self.sex)
         #Above we created blueprint with name Person which is class, inside that we keep few variables name,
         # sex and profession and we create methods like function
         #Now lets create object
 In [9]:
         person1=Person("ram", "male", "army")
In [10]: print(person1)
         < main .Person object at 0x000001E2DD397940>
In [11]: print(person1.sex)
         male
In [12]: #now lets use with methods
         person1.printshows()
         His/Her name is ram and her sex is: male
         SECOND EXAMPLE
In [13]: #lets create class student
         class Students:
             def __init__(self,name,age,gender,section="A"):
                 self.name=name
                 self.age=age
```

```
In [15]: #we have given "A" section as default but we can modify it.
         #now lets create methods
         class Students:
             def __init__(self,name,age,gender,section="A"):
                 self.name=name
                 self.age=age
                 self.gender=gender
                 self.section=section
             def shows(self):
                 print("name:",self.name,"age:",self.age,"gender:",self.gender,"section:",self.section)
In [16]: #now lets create objects, above we create the blue print with attributes and methods
In [17]:
         student1=Students("ram",21,"Male")
         student2=Students("geeta",32,"Female","B")
         print(student1.name)
         print(student2.section)
         print(student1.section)
         ram
         В
         Α
In [18]: #now lets run methods
         student1.shows()
         name: ram age: 21 gender: Male section: A
In [21]: #This above is very basic example of OOP- class, objects and methods. Now, lets do slightly advance which have
         #inside methods.
         class Room:
             def init (self,length,breadth):
                 self.length=length
                 self.breadth=breadth
             def area(self):
                 area=self.length*self.breadth
                 print("Area of room is: ",area)
In [22]: #now lets create object
         studyroom=Room(31.5,40)
         livingroom=Room(25,40)
         print(studyroom.length)
         print(livingroom.breadth)
         livingroom.area()
         31.5
         40
         Area of room is: 1000
         What is instance and class variables
                               Class Attributes
                  Instance
                                                            Class
                 Variables
                                                            Variables
                                                     1. Bound to the Class
            1. Bound to Object
            2. Declared inside the
                                                     2. Declared inside of
                 _init()__method
                                                         class, but outside of
            3. Not shared by
                                                         any method
                                                     3. Shared by all objects
                objects. Every object
                                                         of a class.
```

has its own copy

```
In [1]: #lets see with simple example
        #create class
        class student:
            #class variable
            schoolname="Pentagon"
            #constructor
            def __init__(self,name,age,gender):
                #instance variable
                self.name=name
                self.age=age
                self.gender=gender
            #methods
            def show(self):
                print("He/She is",self.gender,"and his/her name is",self.name)
        #create object
        student1=student("ram",21,"male")
        print(student1.gender)
        male
In [2]: student1.show()
        He/She is male and his/her name is ram
In [4]: #now what about class variable, how we can use that?
        print(student1.schoolname)
        Pentagon
In [5]: #if we want to use it in methods?
        class student:
            #class variable
            schoolname="Pentagon"
            #constructor
            def __init__(self,name,age,gender):
    #instance variable
                self.name=name
                self.age=age
                self.gender=gender
            def show(self):
                print("He/She is",self.gender,"and his/her name is",self.name,"also school name is",student.schoolname)
        #create object
        student1=student("ram",21,"male")
In [6]: student1.show()
```

He/She is male and his/her name is ram also school name is Pentagon

Loading [MathJax]/jax/output/CommonHTML/fonts/TeX/fontdata.js