

In [7]: *#create class*

```
class Company:

    companyname="XYZ"           #class attributes

    def __init__(self,employee,department,salary): #constructor and instance attributes
        self.employee=employee
        self.department=department
        self.salary=salary

    def salaryraise(self):
        self.salaray_raise=self.salary + (0.5*self.salary)
        print(f"salary of {self.employee} is increased and it became {self.slaray_raise}")

#creating object
employee1=Company("Max","IT",20000)
```

In [8]: print(employee1.employee)

Max

In [9]: employee1.salaryraise()

salary of Max is increased and it became 30000.0

In [10]: *#now we do not have employee1 company name but we can use class attribute*
print(employee1.companyname)

XYZ

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