Python is an object-oriented programming language. This means that almost all of the code is implemented in a special structure called "Class". Programmers use classes to put related things together. "Class" is a grouping of object-oriented structures. For example, in 10.3.1, "Multi-side Dice", is a topic example of class. For each MSDie object, we must know two things which are how many sides it has and its current value. These things we call attributes and methods of "class". The object is the class that every class inherits from. Objects have member variables and have behavior associated with them. In Python, a class is created by the keyword class. The first argument of the " __init__ " method is always "self", which is used to represent the instance itself created by the class. Therefore, inside the " __init__ " method, it is possible to bind various properties to "self", since "self" itself is pointing to the created instance itself. In other words, this method is a constructer, when creating a new class in the main function, it will initialize the "self" value to the basic value you designed in the class. Also, you need a getter and a setter in the class to get values and set values for the class.