# **Classes in Python**

```
In [6]:
```

```
class Point:
    def move(self): ## Reference to current Object. Same as 'this' keyword
        print("move")
    def draw(self):
        print("draw")
point1=Point() ## Specifies the object of a class
point1.move()
point1.draw()
point1.x=10 ## x and y are attributes. We can set them anywhere in the program
point1.y=20
point1.a=90
print(point1.a)
```

draw

#### In [5]:

```
point2=Point() ## Another Object for Point Class
point2.x=40
print(point2.x)
```

40

### **Constructors**

#### In [1]:

20

```
In [8]:
```

```
class Person:
    def __init__(self,name):
        self.name=name
    def talk(self):
        print(f'Hi I am {self.name}')
    obj1=Person("Sandhya")
    obj2=Person("Prabhu")
    obj1.talk()
    obj2.talk()
```

Hi I am Sandhya Hi I am Prabhu

### Inheritance

### In [13]:

Meow walk

### **Modules**

## A Module in python is some file with python code

Used to organise code in Multiple Files. Example: Same like different sections in Shopping Marts

```
In [14]:
```

```
def lbs_to_kg(weight):
    return weight*0.45

def kg_to_lbs(weight):
    return weight/0.45

## We will save the above code in one python file(ex:someex.py). To use these methods w
e will write the following code
## in the other python file where we need

## import someex
## someex.lbs_to_kg(30)
## someex.kg_to_lbs(40)

## In this way we can use Modules.

## If we want only particular functions from a module? Then use the following

## import someex
## from someex import lbs_to_kg
## lbs_to_kg(80)
```

# Find the largest number in the list

```
In [15]:
```

```
nums=[1,3,10,80,0]
print(max(nums))
```

80

```
In [16]:
```

```
max=0
for number in nums:
    if number>max:
        max=number
print(max)
```

80

```
In [ ]:
```