

By using instance method
perform modify and
delete method dry
run.

* self will point to
current object
* for Test class python created an object internally.

28/12/22

Main memory

↳ class Test:

def __init__(self, a, b):

↳ self.a = a

↳ self.b = b

def modify(self, m, n):

↳ self.a = m

↳ self.b = n

def del(self):

↳ del self.a

↳ t1 = Test(2, 8)

↳ print(t1.__dict__)

↳ t1.modify(4, 5)

↳ print(t1.__dict__)

↳ t1.del()

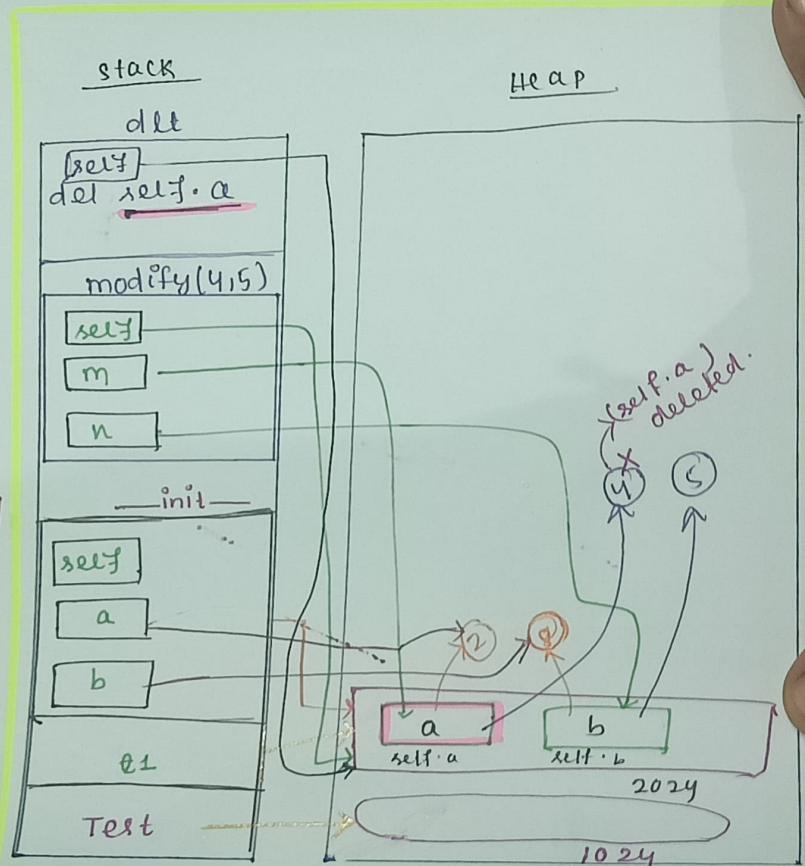
↳ print(t1.__dict__)

O/P screen

{'a': 2, 'b': 8}

{'a': 4, 'b': 5}

{'b': 5}



try
new
creating
instance method
inside another
instance method

class Cal: For this class python will create an object internally.

def __init__(self, a, b):

self.a = a

self.b = b

def add(self):

c = self.a + self.b

print(f'addition is {c}')
10

self.sub()

def sub(self):

c = self.a - self.b

print(f'subtraction is {c}')
-6

c1 = Cal(2, 8)

c1.add()

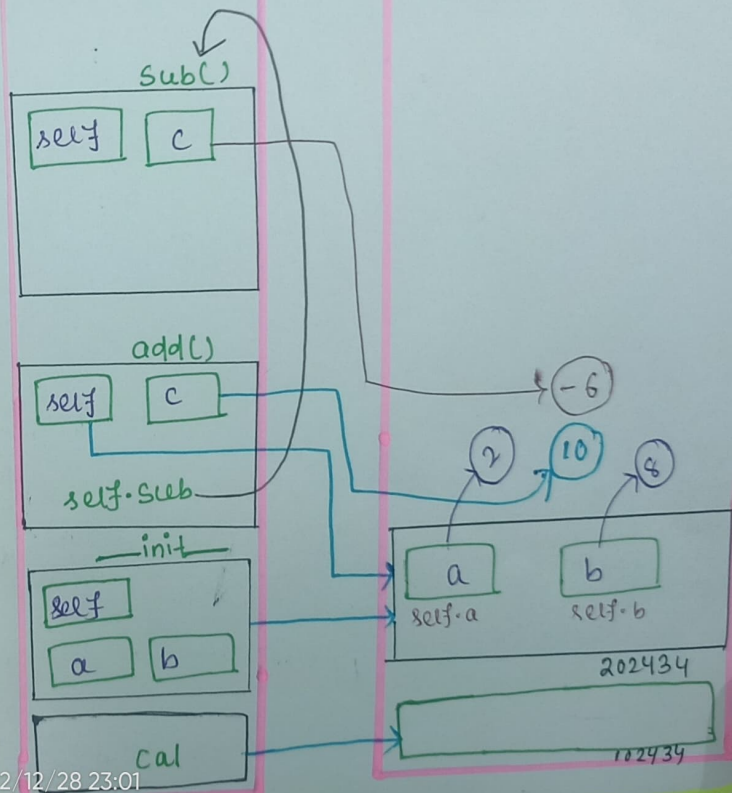
Output screen

addition is 10
subtraction is -6

MAIN memory

Stack

Heap



For this `Cal` python will create an object automatically.

class `Cal`:

def `__init__`(`self`, `a`, `b`):
 `self.a = a`
 `self.b = b`

def `add`(`self`):
 `c = self.a + self.b`
 `print(f'addition is {c}')`

`c1 = Cal(2, 8)`
`c1.add()`
`c2 = Cal(5, 3)`
`c2.add()`

Output
Screen

addition is 10
addition is 8

`self.a` instance variable
`self.b` it will create inside object.

once constructor and full execution completed it will destroy from the memory.

`self` will point to current object

MAIN MEMORY

STACK Memory

HEAP memory

