Special method:

Objects will have certain attributes and it will also have a behaviour(method which are almost same as function).

In OOPS we call them methods.

\_\_init\_\_ method – Is used to initialize(to give it a correct value) the variables

A picture containing graphical user interface

Description automatically generated

We mention the \_\_init\_\_ variable as shown below. Self is a parameter.

We are not calling it anywhere in the code and when we run it, it will be called 2 times because for every object it will be called once. Since we have 2 objects it will be called twice. 2 objects are com1 and com2

Graphical user interface, application

Description automatically generated

We are passing self, cpu, ram in the method and we are using 2 values in the constructor which is i5, 16

Graphical user interface, application

Description automatically generated

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Bottom line is one object is bind to a method as well as variable.

<https://www.programiz.com/python-programming/examples/multiplication-table>

num = int(input('enter the number: '))

for i in range(1,21):

    print(num, 'x', i , '=', num\*i)

<https://www.programiz.com/python-programming/examples/armstrong-number>

<https://www.programiz.com/python-programming/examples/sum-natural-number>

# Sum of natural numbers up to num

num = 5

if num < 0:

   print("Enter a positive number")

else:

   sum = 0

   # use while loop to iterate until zero

   while(num > 0):

       sum += num

       num -= 1

   print("The sum is", sum)