Computer/fruit class is a design

Class computer: think of this computer class as a design(blueprint) and using this we will create an object of it.

Below c1 is the object, which takes space in heap memory. When you are checking the address of the object we need to make sure the class is not empty hence we mentioned ***pass*** inside class computer.

Graphical user interface, diagram

Description automatically generated with medium confidence

There will be many objects and their associated memory addresses in HEAP memory. We can see below that when we created a new object c2 we got allocated a new address for it.

Graphical user interface, text, application

Description automatically generated

Now the question is how much size it takes 1mb/1kb/5kb

Graphical user interface, application

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What is a constructor? – whenever you call the constructor, it will call the init method as we do NOT need to call it explicitly.

Graphical user interface, text, application

Description automatically generated

Recollect from the previous class that init method will run automatically without calling it. How do we define a variable for the object.

Let’s create 2 attributes self.name and self.age as shown below. When we printed 2 objects c1 and c2 objects with the ***name*** then it will print the associated value which is ‘’navin’ in below case.

Graphical user interface, text, application

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Now what if we want to assign our own values, we have two choices: 1) to change the name we can change it as mentioned

Graphical user interface, text, application

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So we can change the values as required, let’s discuss about why do we need ***self*** in the init method. To explain that we will look at the newly created method def update(self): self.age = 30.

* The moment when we run c1.update() it will call the update(self) method

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Below c1 is calling update method and it is the ***self*** parameter which points to the c1 object as shown below. Graphical user interface

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If we have ten objects and if we want to refer to specific object ***self***  will help to point to a specific object

* What if we want to compare 2 objects (c1 and c2). Let’s compare based on their age. We need to use a separate method ***compare*** which is ***NOT an inbuilt*** method.

Graphical user interface, text, application

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Compare takes 2 parameters as shown below.

Graphical user interface, text, application, email

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<https://www.programiz.com/python-programming/examples/power-anonymous>

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