Full stack web development using python

OOP doubt handling

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```
class Item:
    xi = 5
    def __init__(self, k):
        self.a = k

i1 = Item(4)
i2 = Item(3)
```
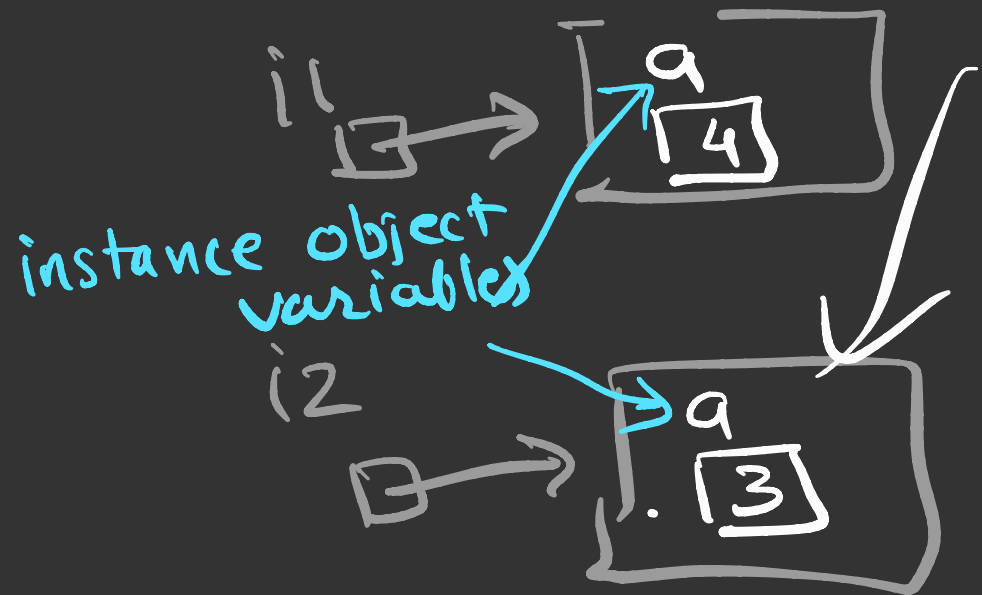
Static variables → Class object

Item → [xi | 5]

instance objects

i1 → [a | 4]

instance object variables

i2 → [a | 3]

static variables

```
class Item:
    x1 = 5
    def __init__(self, k):
        self.a = k
        Item.x2 = 6

    instanceMethod
    @staticMethod        } Item.x3 = 4

    @classmethod
    def f1(cls):
        cls.x4 = 10
        Item.x5 = 11

i1 = Item(5)
i2 = Item(7)
Item.x6 = 20
```

Item

□→

x1	5
x2	6
x6	20

i1 □→ □
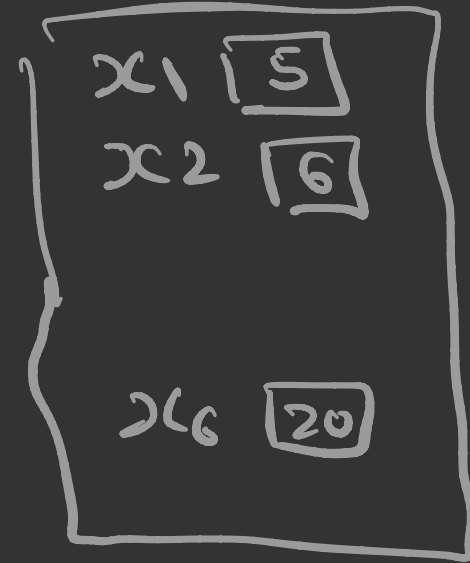
```python
def fun():
    i1 = Item(4)
    i1.a = 5
    i1.f1()
    Item.f2(i1)
```

i1 → [a [5] b [4] c [6]]

i2 → [ ]
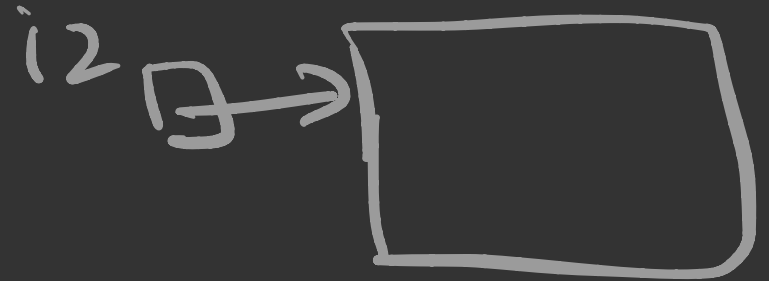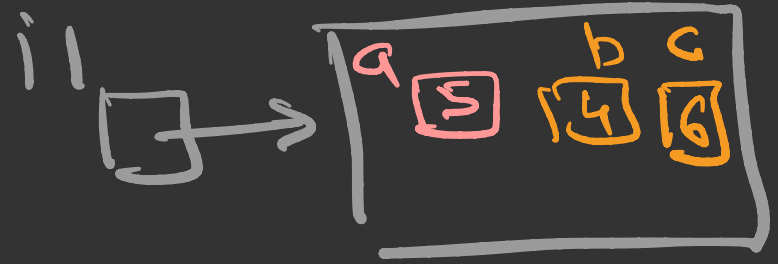
```python
class Item:
    def f1(self):
        self.b = 4
    @staticmethod
    def f2(obj):
        obj.c = 6
```

Types of variables

1. Global variable
2. local variable
3. class object variable (static variable)
4. Instance object variable