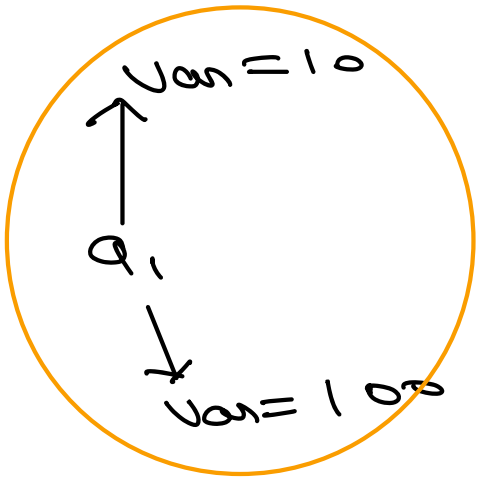
```
Class A:
    var = 10
    def __init__(self):
        self.var = 100
```



A.var → 10

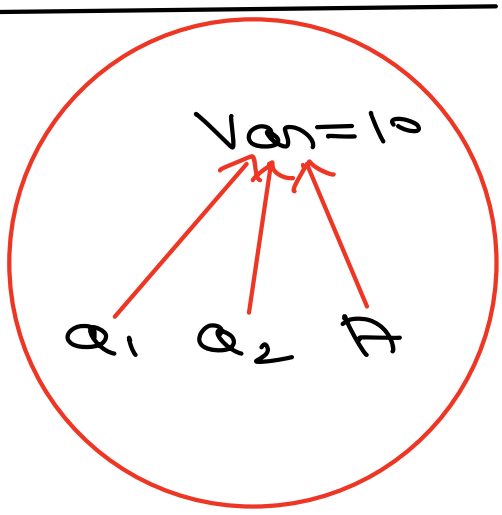
a1 = A()

a1.var → 100

* Note : If name conflict occurs in variables preference is given to instance var when it's accessed instance

---

```
Class A:
    var = 10
    def __init__(self):
        pass
```



A.var → 10

a1 = A()

a1.var → 10

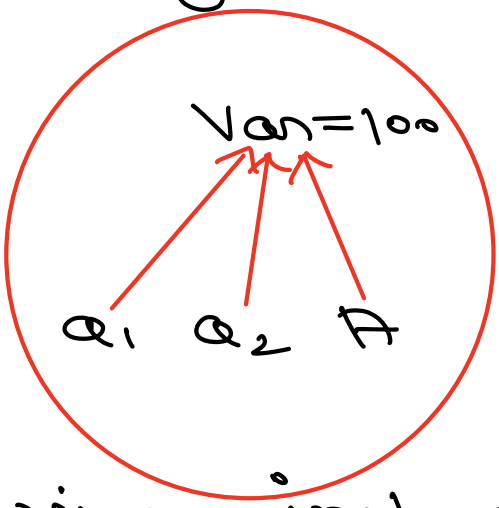
a2 = A()

a2.var → 10

① Update Class Var using Class

A.Var = 100

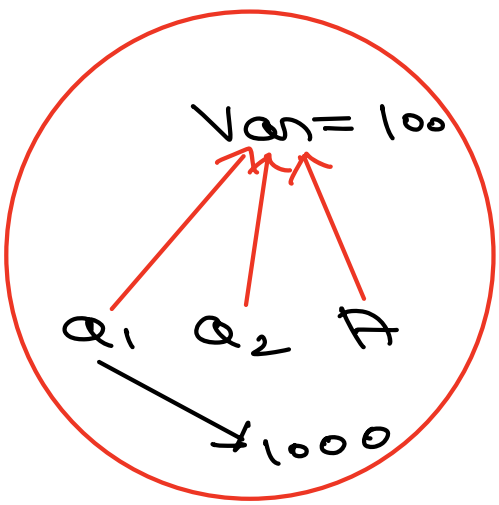
Q1.Var
Q2.Var
A.Var
} 100



② Update Class Var using instance

Q1.Var = 1000

Q1.Var => 1000
Q2.Var => 100
A.Var => 100

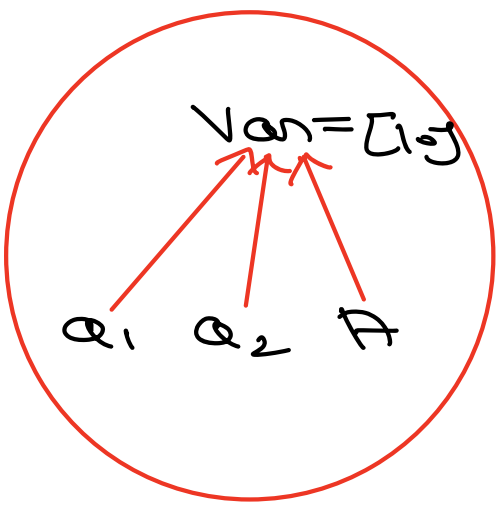


Class A

Var = [10]

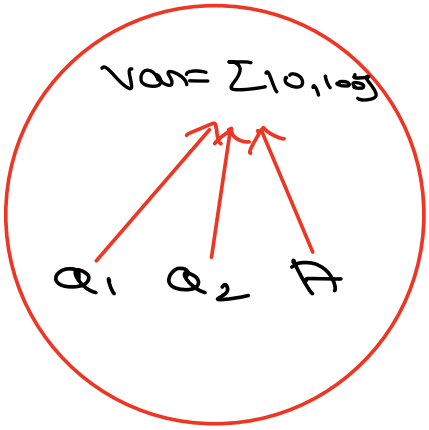
Q2 = A()
Q1 = A()

Q1.Var
A.Var



A.var.append(100)

Q1.var
Q2.var
A.var → [0,100]



mutable

Q1.var.append(1000)

Q1.var
Q2.var
A.var → [0,100,1000]