Object Oriented programming
(OOP)

→ Paradigm which models real life scenario efficiently

→ Classes and Objects

Class Bankaccount:
    pass

↑ Blueprint

→ 'id's

→ methods

Objects

acc1 , acc2, acc3 — — — — —
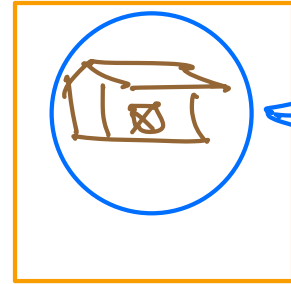(instance of Class)

instance Variables (id's)

→ Class Helps us to create our own custom Datastructure with its own properties and functionalities

initializer vs Constructor

__init__ is a Constructor ✗
↳ initializer

Done by Constructor

← initializer

Foundation ⇒ Creating Object
Building the house ⇒ initializing
                    instance Vars