

# Example of Object Oriented Programming In Python Programming Language

# Class

```
class Person(object):  
    def __init__(self, name):  
        self.name = name
```

# Object

```
p1 = Person('A')  
print(p1.name) #A  
  
p2 = Person('B')  
print(p2.name) #B  
  
print(id(p1)) #memory address of this object
```

# No real private access control

```
class Person(object):  
    def __init__(self, name):  
        self.name = name  
  
    def __private(self):  
        print('private')
```

```
p1 = Person('A')
```

```
p1.__private() #AttributeError: 'Person' object has no attribute '__private'
```

```
p1._Person__private()
```

# Inheritance

```
class Person(object):  
    def __init__(self, name):  
        self.name = name  
  
    def say_hello(self):  
        print('Hello from %s' %(self.name))
```

```
class Student(Person):  
    pass
```

```
p1 = Person('A')  
p1.say_hello() #Hello from A
```

```
p2 = Person('B')  
p2.say_hello() #Hello from B
```

```
s1 = Student('C')  
s1.say_hello() #Hello from C
```

# Polymorphism: abstract

```
class Person(object):  
    def __init__(self, name):  
        self.name = name  
  
    def spend_time(self):  
        raise NotImplementedError  
  
p1 = Person('A')  
p1.spend_time() #NotImplementedError
```

# Polymorphism: subclass

```
class Person(object):
    def __init__(self, name):
        self.name = name

    def spend_time(self):
        raise NotImplementedError

class Student(Person):
    def spend_time(self):
        print('Studying')

class Teacher(Person):
    def spend_time(self):
        print('Teaching')

s1 = Student('A')
s1.spend_time() #Studying

t1 = Teacher('B')
t1.spend_time() #Teaching
```

# Operator overloading (1)

```
class Person(object):  
    def __init__(self, name):  
        self.name = name
```

```
print(1+1) #2
```

```
p1 = Person('A')
```

```
print(p1+p1) #TypeError: unsupported operand type(s) for +: 'Person' and 'Person'
```



# Operator overloading (2)

```
class Person(object):  
    def __init__(self, name):  
        self.name = name  
  
    def __add__(self, x):  
        return Person(self.name + x.name)  
  
p1 = Person('A')  
p2 = p1 + p1  
print(p2.name) #AA
```

# More information

- <https://docs.python.org/3/reference/datamodel.html>