

Concept: OPP

100 DAYS
OF PYTHON

Day: 16

Filename:

#Comments

01

OPP

02

: 실제 객체를 모델링

03

04

model

서버

웨이터

침실

매너

05

06

모델링

07

08

웨이터

가지는 것

holding_plate = True

09

(모델)

attributes

table_responsible = [4, 5, 6]

10

→ 변수

11

12

13

하는 일

def take_order(table, order):

14

methods

takes orders to chef

15

특정 모델링 개체가

def take_payment(amt):

16

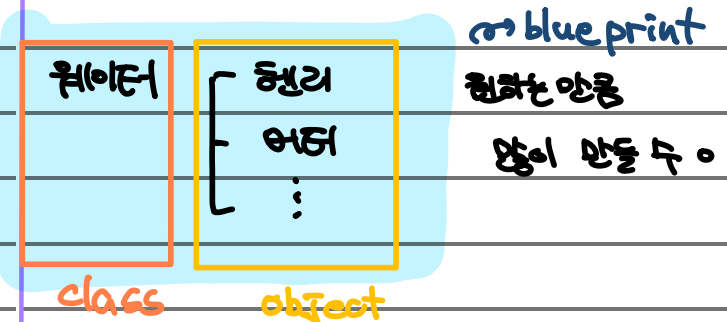
가질 수 있는 함수

add money to restaurant

17

18

Summary:



모델의 속성

모델의 기능

Lecture:

Concept: **OPP AKA**

100 DAYS
OF PYTHON

Day: **16**

Filename: **main.py**

#Comments

01 **import another - module**

another_module.py

02

03 **print (another_module.another_variable)**

another_variable = 12

04

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Summary:

Lecture:

Concept: Constructing object

100 DAYS
OF PYTHON

Day: 66

Filename:

#Comments

01

class

object



Car

휠, 엔진, 주행거리
연료 사용량 등 지정

주행거리, 제동거리 등
코드에서 사용할 필요 물건

08

09

10

11

object

class

car

= CarBlueprint()

→ 함수 호출

13

14

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18

Summary:

Lecture:

Concept: Constructing object AN

100 DAYS
OF PYTHON

Day: 16

Filename: turtle

#Comments

01 from turtle import Turtle

02

03 timmy = Turtle()

04 ↳ object ↳ class

05

06 print(timmy) ⇒ Turtle object turtle object 클래스

07

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Summary:

Lecture:

Concept: Object Attributes

100 DAYS
OF PYTHON

Day: 16

Filename:

#Comments

01

02

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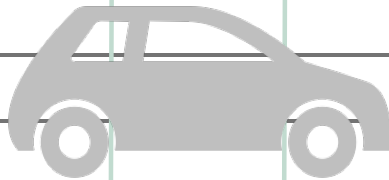
15

16

17

18

class



object



Car

attributes :
가속능력

speed = 0

fuel = 22

car . speed

object

attribute

Summary:

Lecture:

Concept: Object Methods

100 DAYS
OF PYTHON

Day: 16

Filename:

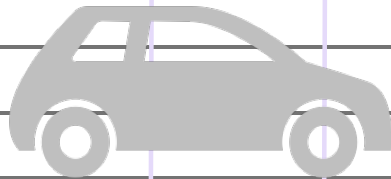
#Comments

01

class

object

Car methods
하는 것



```
def move():  
    speed = 60
```

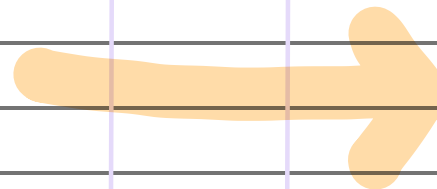
```
def stop():  
    speed = 0
```

car.stop()

object method

my screen = Screen()
 object class

print (my screen . canvheight)
 object attribute



600 print() 를 사용해야만 된다는

my screen . onclick()
 object method

print() 를 사용하지 않아도 됨

Summary:

Lecture:

Concept: turtle 🐢

100 DAYS
OF PYTHON

Day: 16

Filename: turtle.py

#Comments

```
01 from turtle import Turtle, Screen
```

```
02
```

```
03 timmy = Turtle()
```

```
04 print(timmy)
```

```
05
```

```
06 timmy.shape("turtle")
```

```
07 timmy.color("coral")
```

```
08 timmy.forward(100)
```

```
09
```

```
10 turtle_screen = Screen()
```

```
11 print(turtle_screen.canvheight)
```

```
12 turtle_screen.exitonclick()
```

```
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18
```

object = class

object.method

object.attribute

Summary:

Lecture: