## 分析一个水杯的属性和功能，使用类描述并创建对象

高度，容积，颜色，材质

能存放液体

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| class Glass:  heigh=0  capacity=0  color=''  material=''  def function(self):  print('这个',self.heigh,'cm高','，盛',self.material,'L水的',self.color,'色',self.material,'杯子能喝水',sep='')     glass=Glass() glass.color='红色' glass.material='钢制' glass.heigh=30 glass.capacity=1  glass.function() class Glass2:  \_\_heigh1 = 0  \_\_capacity1 = 0  \_\_color1 = ''  \_\_material1 = ''  def setHeigh1(self,height1):  self.\_\_heigh1=height1  def getHeigh(self):  return self.\_\_heigh1  def setCapacity1(self,capacity1):  self.\_\_capacity1=capacity1  def getCapacity1(self):  return self.\_\_capacity1  def setColor1(self,color1):  self.\_\_color1=color1  def getColor1(self):  return self.\_\_color1  def setMaterial1(self,material1):  self.\_\_material1=material1  def getMaterial1(self):  return self.\_\_material1   def function(self):  print('这个', self.\_\_heigh1, 'cm高', '，盛', self.\_\_material1, 'L水的', self.\_\_color1, '色', self.\_\_material1, '杯子能喝水', sep='')  glass1=Glass2() glass1.setColor1('白色') glass1.setCapacity1(2) glass1.setHeigh1(60) glass1.setMaterial1('塑料') glass1.function() |

## 有笔记本电脑（屏幕大小，价格，cpu型号，内存大小，待机时长），行为（打字，打游戏，看视频）

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| class Computer:  size=0  price=0  cputype=''  memory=0  standby=0  def attribute(self):  print('本机属性为：','屏幕大小：',self.size,'，价格：',self.price,'，CPU类型：',self.cputype,'，内存大小:',self.memory,'G','，待机时长：',self.standby,'小时',sep='')  def type(self):  print('打字能打',self.standby,'h',sep='')  def game(self):  print('玩游戏能玩',self.standby,'h',sep='')  def look(self,name):  print('能用',name,'看视频',sep='')  computer=Computer() computer.standby=5 computer.memory=100 computer.cputype='奔腾' computer.price=7100 computer.attribute() computer.type() computer.game() computer.look('爱奇艺')    class Computer1:   \_\_size1=0  \_\_price1=0  \_\_cputype1=''  \_\_momery1=0  \_\_standby1=0  \_\_name=''   def setAttribute(self,size1,price1,cputype1,momery1,standby1,name):  self.\_\_size1=size1  self.\_\_price1=price1  self.\_\_cputype1=cputype1  self.\_\_momery1=momery1  self.\_\_standby1=standby1  self.\_\_name=name  def getAttribute(self):  return self.\_\_standby1,self.\_\_momery1,self.\_\_cputype1,self.\_\_size1,self.\_\_price1   def attribute(self):  print('本机属性为：','名称：',self.\_\_name, '，屏幕大小：', self.\_\_size1, '，价格：', self.\_\_price1, '，CPU类型：', self.\_\_cputype1, '，内存大小:', self.\_\_momery1, 'G','，待机时长：', self.\_\_standby1, '小时', sep='')  def type1(self,t):  print(self.\_\_name,'支持',t,sep='')  def game1(self,g):  print(self.\_\_name,'能打',g,sep='')  def look1(self,l):  print(self.\_\_name,'能用',l,'看视频',sep='')     computer1=Computer1() computer1.setAttribute(500,8000,'奔腾',20,200,'神州') computer1.attribute() computer1.game1('英雄联盟') computer1.look1('优酷') computer1.type1('中文') |

### 先构思面向对象版的中国工商银行系统