

# Print an Object

---

```
x = Animal(3)
print(x)
<__main__.Animal object at 0x00000000005B91D30>
```

- 
- define a **`__str__`** method for a class
- Python calls the `__str__` method when used with `print` on your class object



# Defining Your Own Print Method

---

```
class Coordinate( ):

    def __init__(self, x, y):
        self.x = x
        self.y = y
    def __str__(self):
        return "<" + str(self.x) + "," + str(self.y) + ">"

c = Coordinate(3,4)
print(c)

<3, 4>
```