



# Python OOP: Methods



# Methods



## Key Takeaways

- Methods

- They represent the **actions** that the instances of a class can perform. These actions are relevant to the context of the program.
  - ✓ For example: a BankAccount class could have a `display_balance` method. It could also have a `deposit` method to update the current balance.
- You can think of methods as functions that belong to classes and that instances have special access to.
- Methods are called by instances.
- The first parameter of a method is *self*, which refers to the instance that calls the method.
- You can use methods to modify or create instance attributes and to modify the value of class attributes.
- Conventions:
  - ✓ Method names contain a verb because they represent actions.
    - ♦ For example: **display\_name**, **make\_transfer**, **move\_forward**.



# Methods



## Key Takeaways

- General Syntax

Keyword

Separated by commas

```
def <method_name>(self, <params>):  
    # Code
```

- Example

```
class BankAccount:  
  
    accounts_created = 0  
  
    def __init__(self, number, client):  
        self.number = number  
        self.client = client  
        self.balance = balance  
        BankAccount.accounts_created
```

```
def display_balance(self):  
    print(self.balance)
```

Shared  
by all  
instance  
s

```
def display_balance(self):  
    print(self.balance)
```



# Methods



## Key Takeaways

- General Syntax to Call a Method

“Skipping” self

```
<instance>.<method>(<arguments>)
```

Separated by Commas

- Example

```
class BankAccount:
```

```
    accounts_created = 0
```

```
    def __init__(self, number, client):
        self.number = number
        self.client = client
        self.balance = balance
        BankAccount.accounts_created += 1
```

```
    def display_balance(self):
        print(self.balance)
```

```
my_account = BankAccount("5621", "Gino Navone", 2343.32)
```

```
my_account.display_balance()
```

‘self’ refers  
to the  
instance that  
calls the  
method

If the method has only one parameter (self)  
use an empty set of parentheses to call it