

📖 Python'da Klasslar (Classes) — To'liq Qo'llanma

🔖 1. Klass nima?

Klass bu — shablon (qolip). Ya'ni, bir xil turdagi obyektlarni yaratish uchun asos.

Real hayotdagi misol: "Talaba" degan tushunchani olaylik. Har bir talaba ismi, familiyasi, tug'ilgan yili kabi xususiyatlarga ega. Biz "Talaba" klassi orqali ko'plab talaba obyektlarini yaratamiz.

🔖 2. Eng oddiy klass

class Talaba:

```
def __init__(self, ism, familiya, tyil):  
    self.ism = ism  
    self.familiya = familiya  
    self.tyil = tyil
```

🔗 `__init__` metodi — konstruktor. Klassdan obyekt yaratilganda avtomatik chaqiriladi.

🔗 `self` — obyektning o'ziga ishora qiladi.

🔖 3. Obyekt yaratish va undan foydalanish

```
talaba1 = Talaba("Olim", "Olimov", 2000)
```

```
print(talaba1.ism)    # Natija: Olim
```

```
print(talaba1.familiya) # Natija: Olimov
```

```
print(talaba1.tyil)   # Natija: 2000
```

🔖 4. Metodlar qo'shish

Metod — bu klass ichidagi funksiyadir. Misol uchun, yosh hisoblash:

class Talaba:

```
def __init__(self, ism, familiya, tyil):  
    self.ism = ism  
    self.familiya = familiya  
    self.tyil = tyil
```

```
def get_yosh(self, hozirgi_yil):
```

```
        return hozirgi_yil - self.tyil
```

Foydalanish:

```
talaba1 = Talaba("Olim", "Olimov", 2000)
```

```
print(talaba1.get_yosh(2025)) # Natija: 25
```

❏ 5. `__str__` metodi — obyektни chiroyli ko'rsatish

class Talaba:

```
    def __init__(self, ism, familiya, tyil):
```

```
        self.ism = ism
```

```
        self.familiya = familiya
```

```
        self.tyil = tyil
```

```
    def __str__(self):
```

```
        return f"{self.ism} {self.familiya} ({self.tyil})"
```

```
talaba1 = Talaba("Olim", "Olimov", 2000)
```

```
print(talaba1) # Natija: Olim Olimov (2000)
```

❏ 6. Qo'shimcha metodlar — `get_fullname`, `get_info`

class Talaba:

```
    def __init__(self, ism, familiya, tyil):
```

```
        self.ism = ism
```

```
        self.familiya = familiya
```

```
        self.tyil = tyil
```

```
    def get_fullname(self):
```

```
        return f"{self.ism} {self.familiya}"
```

```
    def get_info(self):
```

```
        return f"{self.get_fullname()}, {self.tyil}-yilda tug'ilgan."
```

```
talaba1 = Talaba("Olim", "Olimov", 2000)
```

```
print(talaba1.get_info()) # Natija: Olim Olimov, 2000-yilda tug'ilgan.
```

7. Bir nechta obyektlar yaratish

```
talaba2 = Talaba("Laylo", "Xolmatova", 2001)
```

```
talaba3 = Talaba("Bekzod", "Abdurahmonov", 1999)
```

```
print(talaba2.get_info())
```

```
print(talaba3.get_info())
```

8. Klass ichida o'zgaruvchilarni yangilash

```
talaba1.ism = "Abbos"
```

```
print(talaba1.get_fullname()) # Natija: Abbos Olimov
```

9. Xulosa

Klasslar yordamida:

Dastur tuzilishi tartibli bo'ladi Kodni qayta ishlatish oson bo'ladi Obyektga yo'naltirilgan dasturlash asoslari qo'llaniladi

✦ Bonus: Obyektlarni ro'yxatda saqlash

```
talabalar = [
```

```
    Talaba("Olim", "Olimov", 2000),
```

```
    Talaba("Laylo", "Xolmatova", 2001),
```

```
    Talaba("Bekzod", "Abdurahmonov", 1999)
```

```
]
```

```
for t in talabalar:
```

```
    print(t.get_info())
```