we try to solve real world issues in **virtual world solution(ex-programming, softwares)**

objects are used in real world (to call we need phones, to code we need laptop,every employee in a company is an object)

-**attributes**

height age name is attribute, the company i work for is atrribute

-**behaviour**

i walk, i run, talk, i sleep is my behaviour

as objects we know something. we do something based on something we know

objects will have something which will store data stored in variables.

We need to define variables for objects.

If u have a class u can manufacture thousands and billions of devices.

Class classname**:**

**Attributes(variables)**

**Behaviour (methods-functions)**

Own type own class

Class computer:

def config(self):

print(“i5, 16gb,1TB”)

comp1 #comp1 is an object of computer

if we want to define two variables using a special method.

**HEAP MEMORY**

In the system we have a special memory called as heap memory.in heap memory we get all objects.it takes some space storing the address

Size of an object depends on the no. of variables and size of each variable.

CONSTRUCTOR allocates size to object

**Inheritance** is a powerful feature in object oriented programming. It refers to defining a new class with little or no modification to an existing class.

Self is used to refer to one object out of ten objects.

It is really important. It is the current instance.

\_\_init\_\_ method

Behaviour have methods