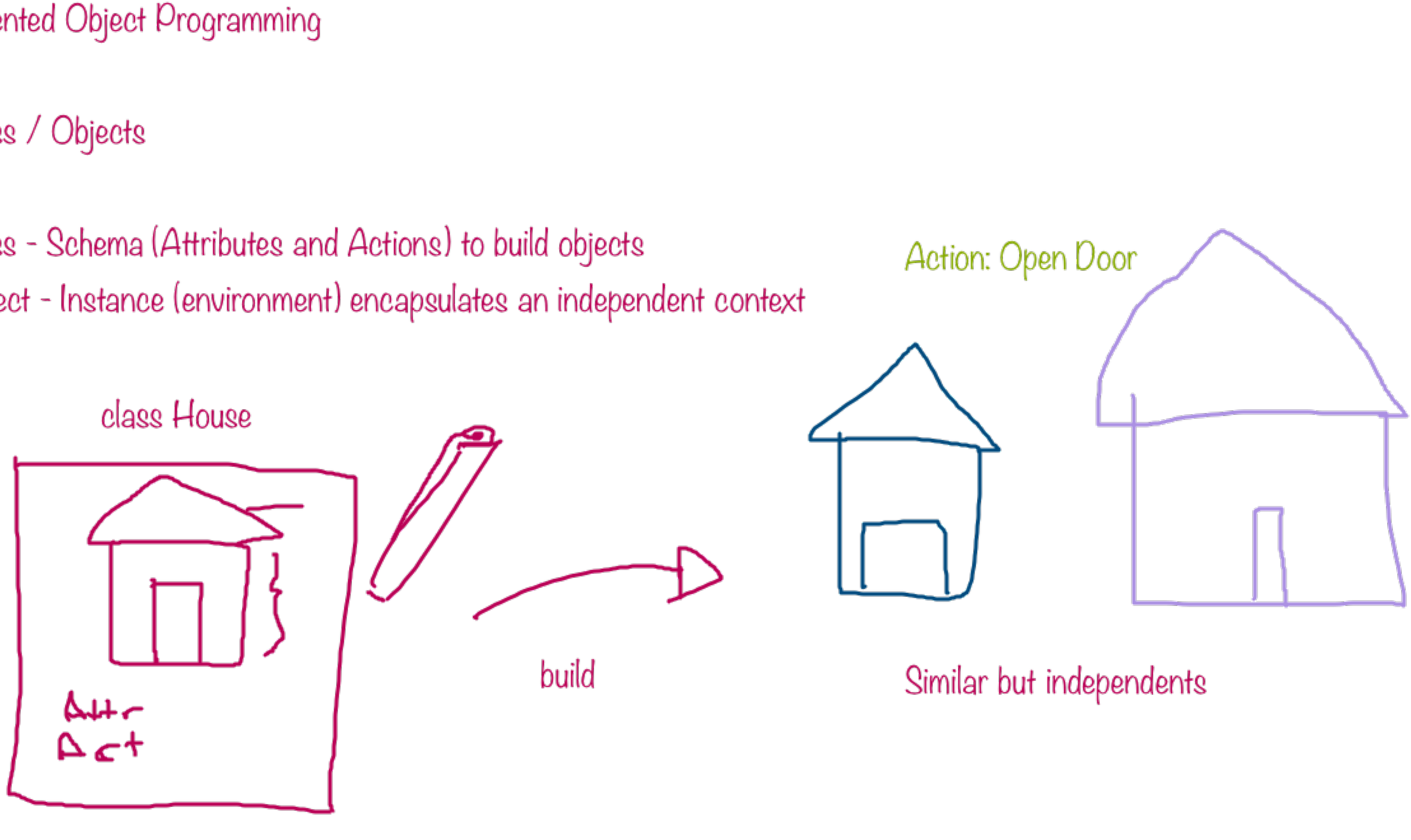
OOP

Oriented Object Programming

Class / Objects

Class - Schema (Attributes and Actions) to build objects

Object - Instance (environment) encapsulates an independent context



Class (Schema):

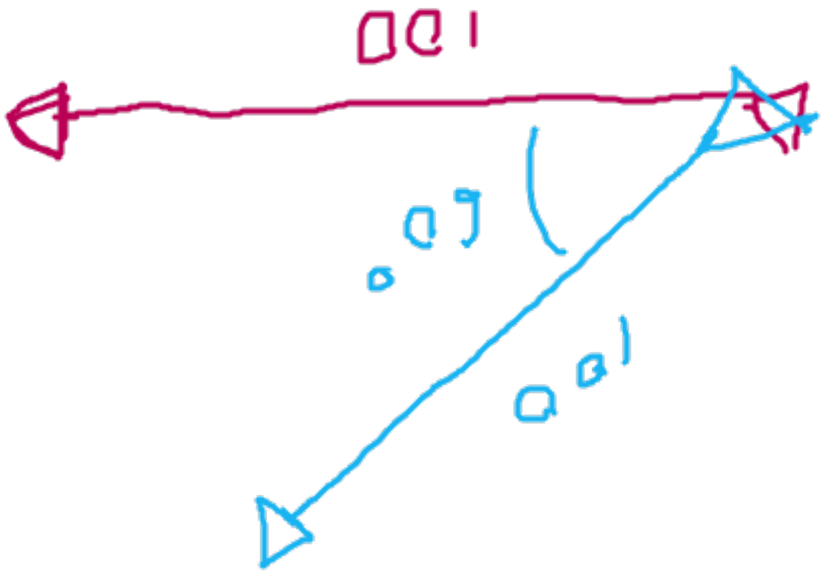
```
class House:
    def open_door(self, key):
        # CODE
```

In python: Classes define methods
Method: is a special function belongs to any class

<Self> is the object's context
(The object itself)

Method (Actions):

```
def foo(self, ...):
    # code
```

There is a special method called __init__
This method refers to a class' constructor
A <constructor> is a method that is called each time the object is created.
In this method you can define the attributes.

```
class House:
    def __init__(self):
        self.num_doors = 1
        self.windows = 3
        self.color = "red"
        self.is_door_opened = False
def open_door(self):
    self.is_door_opened = True
def close_door(self):
    self.is_door_opened = False
```