

W1T1 Runestone 20.1-20.7

Chapter 20 focuses on a data structure called a *class*. Classes contain attributes as well as methods and functions. There are a few things to keep in mind when creating a class. There must be a name that the class will have. To define a class start with **class** <class name>. A description of the class is underneath the class name using triple quotes, `''' <class description> '''`. Then, underneath the description are the attributes, methods, and functions of the class. These are constructed using the initializer method: `def __init__(self, var1,var2,...,var_n):` and any attribute is referenced by `"self."` This serves as a reference to the object itself which in turn gives access to the state data inside the object. Usually, class definitions are found at the beginning of a program after the import statements. A class is a way to create new objects that have the class attributes and functions. These are called instances. Methods can be created inside a class to return (calculated) values on the state(s) of the objects in the class for some instantiation of the class.