

Object-Oriented Programming

Two important concepts

- Objects
- Classes

Objects

- Sometimes pieces of data are clearly related:

```
cat1_name = "Fluffy"  
cat1_wt = 13.5  
cat1_color = "Brown"
```

```
cat2_name = "Mr. Scruffy"  
cat2_wt = 9  
cat2_color = "Grey"
```

Objects

- Sometimes functions are designed to work on pieces of related data:

```
def print_cat_info(name, wt, color):  
    print name, "is a ", color,  
    print "cat, and weighs", wt, "lbs."
```

Objects

- Objects allow us to *encapsulate* – to store data and functions that are related in a single package

```
cat1 = Cat("fluffy")  
cat1.color = "brown"  
cat1.wt = 14  
cat1.print_cat_info()
```

Classes

- *Classes* are blueprints that are used to create objects. They define what data and what functions should be part of the object.
 - Variables, like `cat1.name`, are called ***members***
 - Functions, like `cat1.print_cat_info`, are called ***methods***

Classes

```
class Cat:  
    def print_cat_info(self):  
        print name, "is a cat" ...
```

Classes - constructors

```
class Cat:
    def __init__(self, name, weight=10):
        self.name = name
        self.weight = weight

    def print_cat_info(self):
        print name, "is a cat" ...
```


Classes - documentation

```
class Cat:
    '''A class to model cats.'''

    def __init__(self, name, weight=10):
        '''Create a cat. By default, the cat will
weigh ten pounds.'''
        self.name = name
        self.weight = weight

    def print_cat_info(self):
        '''Print some basic info about the cat.'''
        print name, "is a cat" ...
```