



# Programozás 2

2. gyakorlat



## OOP alapfogalmai:

- Osztály
- Attribútumok
- Metódusok
- Példány



## Osztály definiálása:

```
class Dog:  
    pass
```



# Attribútumok, konstruktor

```
class Dog:
    #osztályszintű attribútumok
    species = "Canis familiaris"

    def __init__(self, name, age):
        self.name = name
        self.age = age
```

## Példányosítás

```
lucky = Dog("Lucky", 4)
```

```
bob = Dog("Bob", 10)
```

```
>>> lucky.name
```

```
'Lucky'
```

```
>>> bob.age
```

```
10
```

```
>>> lucky.species
```

```
'Canis familiaris'
```



## Metódusok

```
def bark(self, sound):  
    print("{} says {}".format(self.name, sound))
```

```
>>> bob.bark("Woof woof")
```

```
Bob says Woof woof!
```



## \_\_str\_\_ metódus

```
def __str__(self):  
    return f"Name: {self.name}, Age: {self.age}"
```

```
>>> print(bob)
```

```
Name: Bob, Age: 10
```