

Object-Oriented Programming in Python – The Best Resources

There are so many ways to learn about Object-Oriented Programming with Python. This cheat sheet points you to the tutorials, videos, and books I found the most valuable to get better at OOP in Python. Hope you'll find it useful :)

– Daniel (dbader.org)

The Official Python Tutorial: Classes

This is a pretty good intro to the basic mechanics of classes and OOP in Python. The tutorial has been refined over the years and it's worth a read if you haven't seen it yet.

» <https://docs.python.org/3/tutorial/classes.html>

Learn Python The Hard Way

This tutorial explains the fundamentals of OOP in Python in an easy to digest step by step process. The OOP-relevant lessons start with lesson 40.

» learnpythonthehardway.org/book/

Python-Patterns Repository on GitHub

A collection of common OOP design patterns and idioms in Python. The examples are purely code based and there's little explanation or background info. However in some cases just seeing a minimal example implementation can be helpful.

» github.com/faif/python-patterns

Python Design Patterns

This is a good introductory tutorial to OOP design patterns in Python. Andrei does well to point out that some of the "classic" Java and C++ design patterns are unnecessary superfluous in Python or have simpler implementations (e.g use a Python module to simulate a Singleton).

» toptal.com/python/python-design-patterns

Python 3 Object-Oriented Programming

A 400 page book by Dusty Phillips covering OOP foundations, when to use OOP in Python, and how to apply the most common design patterns. Check out this book if you're looking for a more in-depth resource that goes beyond a short tutorial.

» packtpub.com/application-development/python-3-object-oriented-programming

Why is Object-Oriented Programming Useful?

Al Sweigart walks us through an example for a fictitious Role Playing Game to explain how OOP techniques can lead to simpler and more maintainable code. Really well done.

» inventwithpython.com/blog/2014/12/02/why-is-object-oriented-programming-useful-with-an-role-playing-game-example/

Python Summer School: Object Oriented Design

This slide deck by Niko Wilbert gives a great intro to OOP and design patterns in Python and is chock -full of examples.

» python.g-node.org/python-summer-school-2013/media/wiki/oop/oodesign2013.pdf