WEEK 11 Review

Objects

- Objects in a nutshell: you can create your own "types"
    - How? Out of existing types!
    - Use other types like strings, ints, floats, lists, etc, to make a representation of your object
- Classes vs Objects
    - Classes: The implementation. Think of the class like the "cookie cutter." Very similar to a function declaration.
    - Objects: The instantiation. Think of the object like the "cookie." The object is an instance of the class. Very similar to a function call.
- Examples of objects you've already seen:
    - Strings
    - Lists
    - Dictionaries
- Common features of all objects
    - Attributes
        - These are the member variables- DATA
    - Behaviors
        - These are class methods
- Syntax
    - class ClassName(object)
    - def __init__(self)
        - AKA the constructor
        - **Instantiate ALL member variables**
        - Denote a member variable with "self." This makes that variable accessible to the entirety of the class
        - You cannot declare a member variable anywhere else but the __init__ function
        - Gets called IMPLICITLY when creating a new instance of class
    - def __str__(self)

        - Very cool/helpful method: essentially, what this does is returns a message that is easy to read
        - Say you have an object called myObject and have a line of code that looks like print(myObject). Without this function, PyCharm prints the memory location of myObject. With this function implemented, PyCharm prints out a nicely formatted message that you have created.
        - This function gets called implicitly when print function is called
        - YOU NEED TO RETURN A STRING FROM THIS METHOD
- When calling a method on an object: objectName.functionName()
- Methods act the same way as functions: they can have parameters and can have return values. Also, like functions, they don't always have parameters and don't always have return values