

Geometric & Graphics Programming Lab: Lecture 3

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1 Python tutorials

Python tutorials

Python tutorial links

- 1 [Learn X in Y minutes](#) where X = Python

Python tutorial links

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- 2 [Rudimenti-di-python](#)

Python tutorial links

- ① [Learn X in Y minutes](#) where X = Python
- ② [Rudimenti-di-python](#)
- ③ [Intro to python](#)

5. Classes

<https://learnxinyminutes.com/docs/python/>

```
# We subclass from object to get a class.
```

```
class Human(object):
```

```
# A class attribute. It is shared by all instances of this class
```

```
species = "H. sapiens"
```

```
# Basic initializer, this is called when this class is instantiated.
```

```
# Note that the double leading and trailing underscores denote objects
```

```
# or attributes that are used by python but that live in user-controlled
```

```
# namespaces. You should not invent such names on your own.
```

```
def __init__(self, name):
```

```
# Assign the argument to the instance's name attribute
```

```
self.name = name
```

```
# Initialize property
```

```
self.age = 0
```

aaaa

aaaa

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6. Modules

From [Learn Python in Y minutes](<https://learnxinyminutes.com/docs/python/>)

7. Advanced

From [Learn Python in Y minutes](<https://learnxinyminutes.com/docs/python/>)