

CLASS and OBJECTS

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class → Blueprint

→ Collection of object with similar features

Object → Blue Whale

fish
Class

Mammal
Class

An object can be part of multiple classes

⇒

Car

Class
(blueprint)

number plate
engine
type
model
year

drive
horn
reverse gear
park

Mercedes

Maruti Suzuki

→ Objects

object a = 2

b = 5.22

c = false

d = "Hello"

int

→ class

float

bool

str

float

int

a.

bool

c.

b.

Class

Data / Attributes

Tell us about the object

Phone → brand, IMEI, color, model

list → [1, 2, 3, 4, 5]
data

function / Method

What object can do

Phone → call, songs, movies, camera

list → append, pop, remove, clear, sort
functions

Rules ⇒ Pascal Case

⇒ Pascal-Case ⇒ I Am Rahul, This Is Pascal ✓

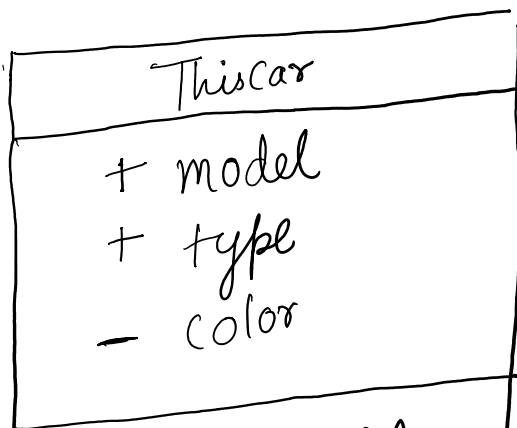
⇒ Camel-Case ⇒ iAmRahul, thisIsCamel

⇒ Snake-case ⇒ I-am-Rahul, This-is-snake

Class Name

Methods name

• Diagrammatic Representation



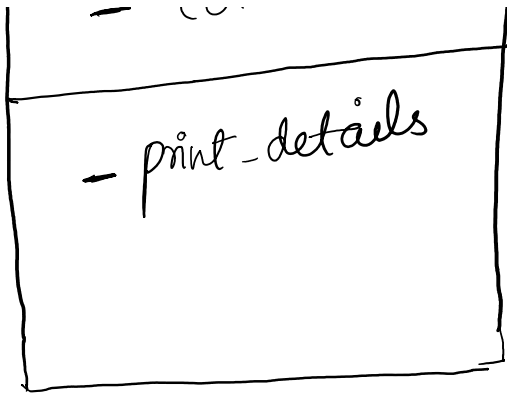
- ⇒ private

+ ⇒ public

ThisCar

1 We

1 other



Object

↳ instance of class

list

object

a = [1, 2, 3, 4, 5]

b = (1, 2, 3, 4, 5)

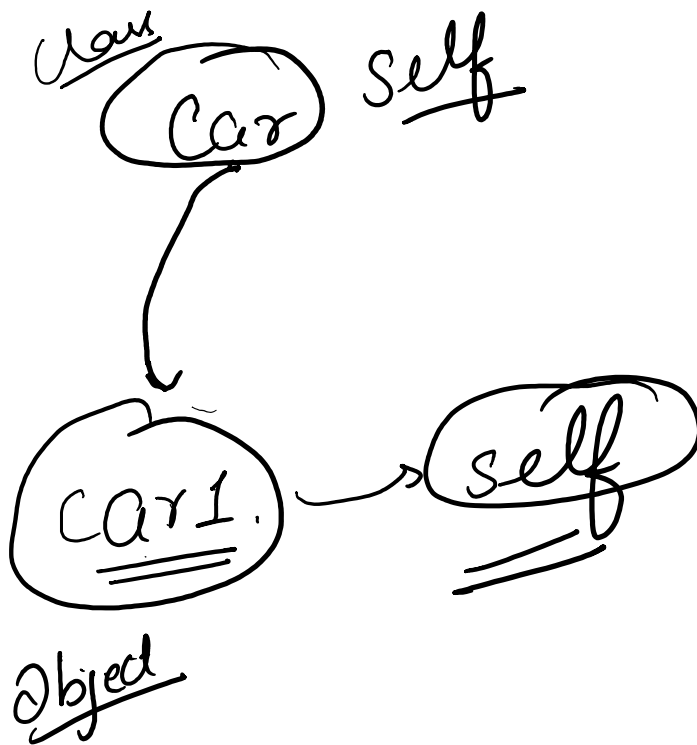
Tuple

SELF

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Self.



Constructor

--init-- → storing data / attributes
Main → special method
↳ automatically runs as soon as object is created

--add--
--sub--
--mul--
--div--

} other magic methods //