## Objects are the instances of classes or Classes are the blue prints of

**Objects**. From a blue print we can print as many instances as we want.

Classes are like blue print of Car, Laptop Bag, Frooti or other cold-drinks packages (where all the formula, quantity, design of package are mentions)

## when working with objects, variables are called attributes and functions are called methods

#Empty class.py

Result:

Rajib

85

Must try – type() & dir() for both student and student1

```
class student:
    def check pass fail(self): # whenever we define methods for class we need
                               # self as a first argument. This self represent
                               # object calling it.
        if self.marks >= 40:
            return True
        else:
            return False
# instantiate the student class
student1= student()
student1.name = "Rajib"
student1.marks = 85
# call instance methods or access the method of clasd
did_pass = student1.check_pass_fail()
#we have called check_pass_fail method using student1 object, we have called t
his method without
# passing any arguments, however the method defination has an argument self
# But here the self represnt the student1 object and self.marks refers to the
marks attribute of student1
print(student1.name," has passed the exam - ", did_pass)
```

## Result:

Rajib has passed the exam - True

## $oldsymbol{ extit{Linit}}()oldsymbol{ extit{Linit}}$ method

The \_\_init()\_\_ method is a special method that automatically gets called every time the objects are created. [ for other methods within class, we need to call]