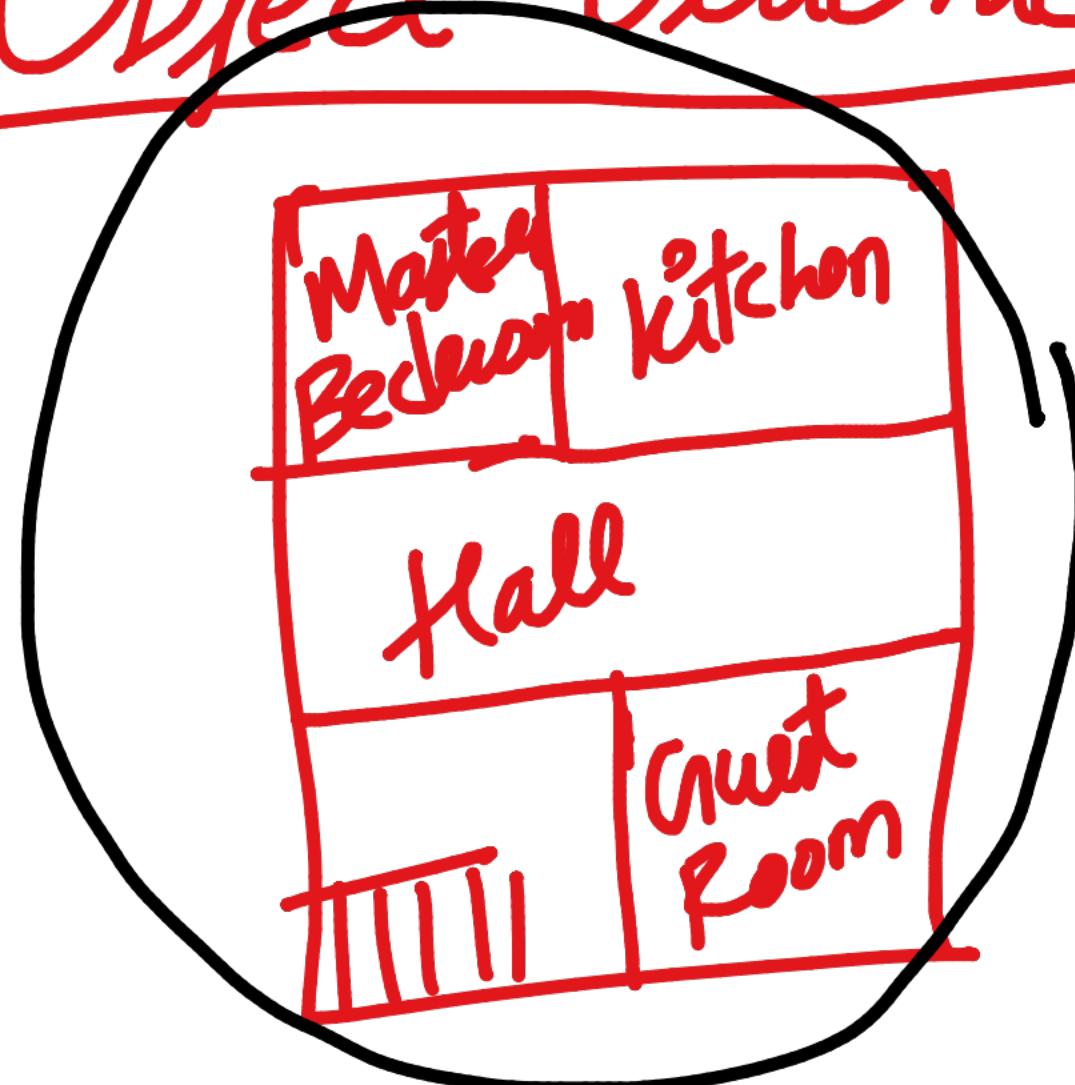


# Object Oriented Programming

# class  
→ Structure  
→ Blueprint



Blueprint CLASS ✓  
Actual Houses Objects ✓

Q1. How many houses can I build with this blueprint?

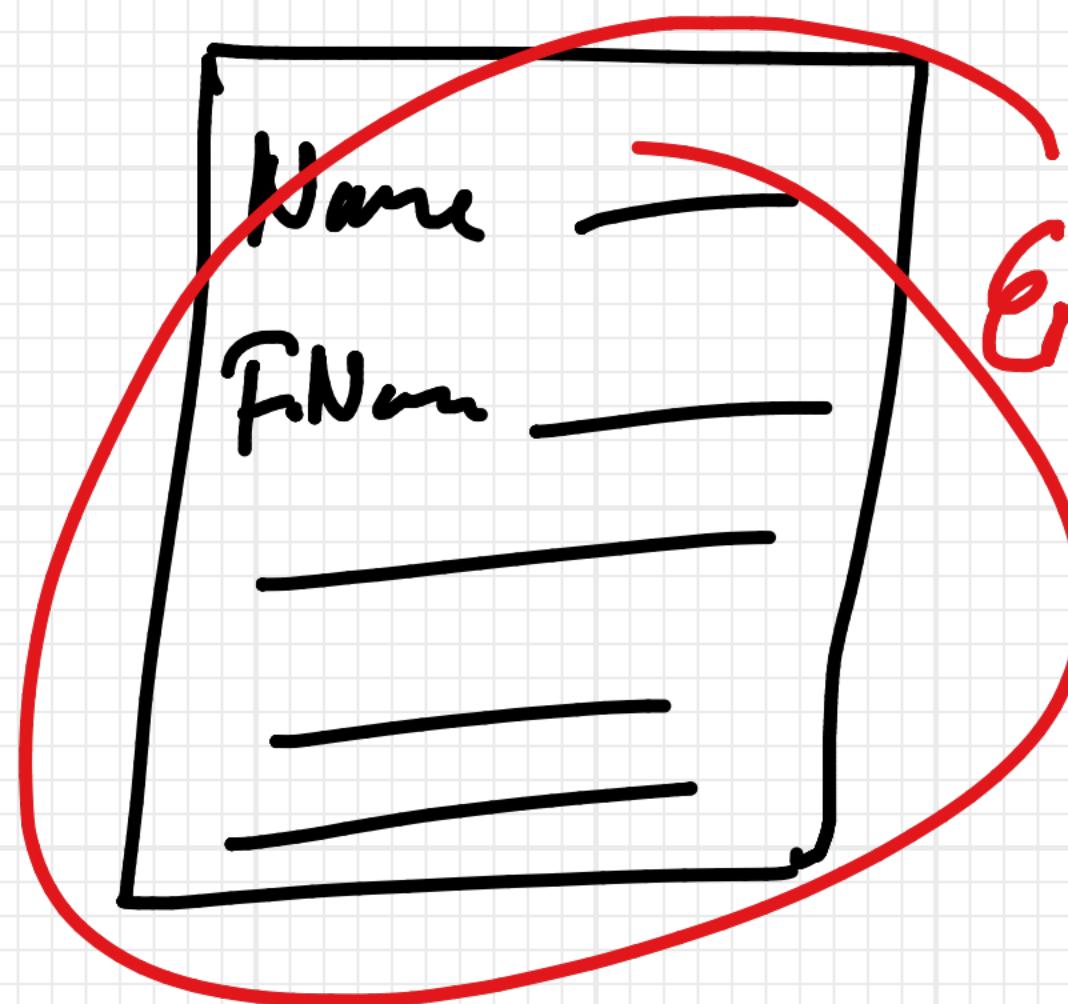
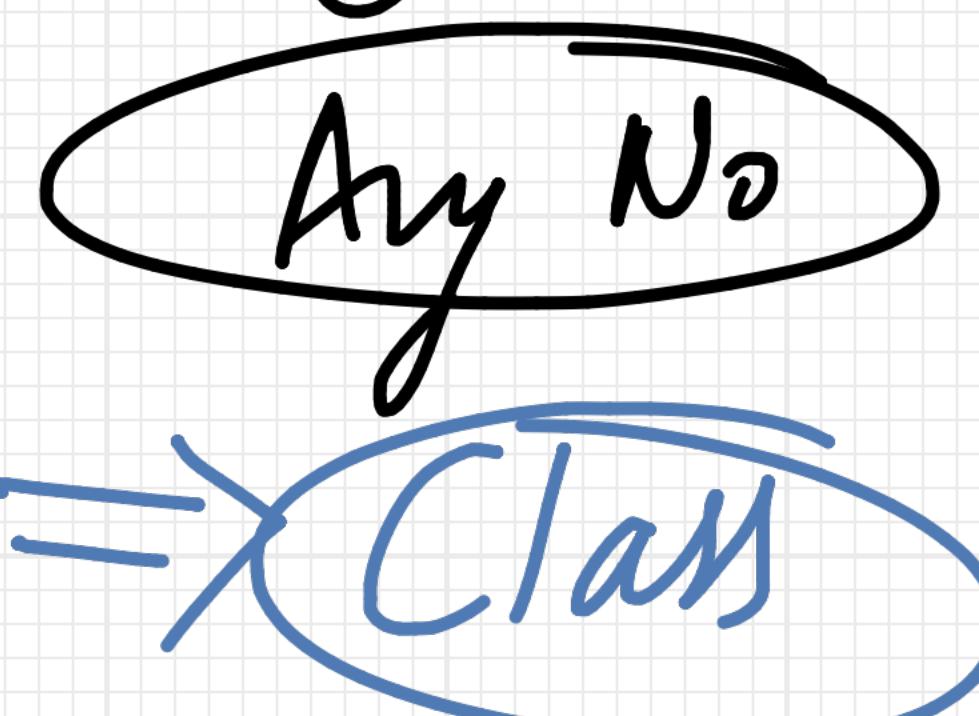
- ① 1
- ② Any No. ✓

|               |
|---------------|
| MIT           |
| Name: _____   |
| F.Name: _____ |
| DOB: _____    |
| Add: _____    |

II

Q1. How many students can  
be registered with  
this form

Options I

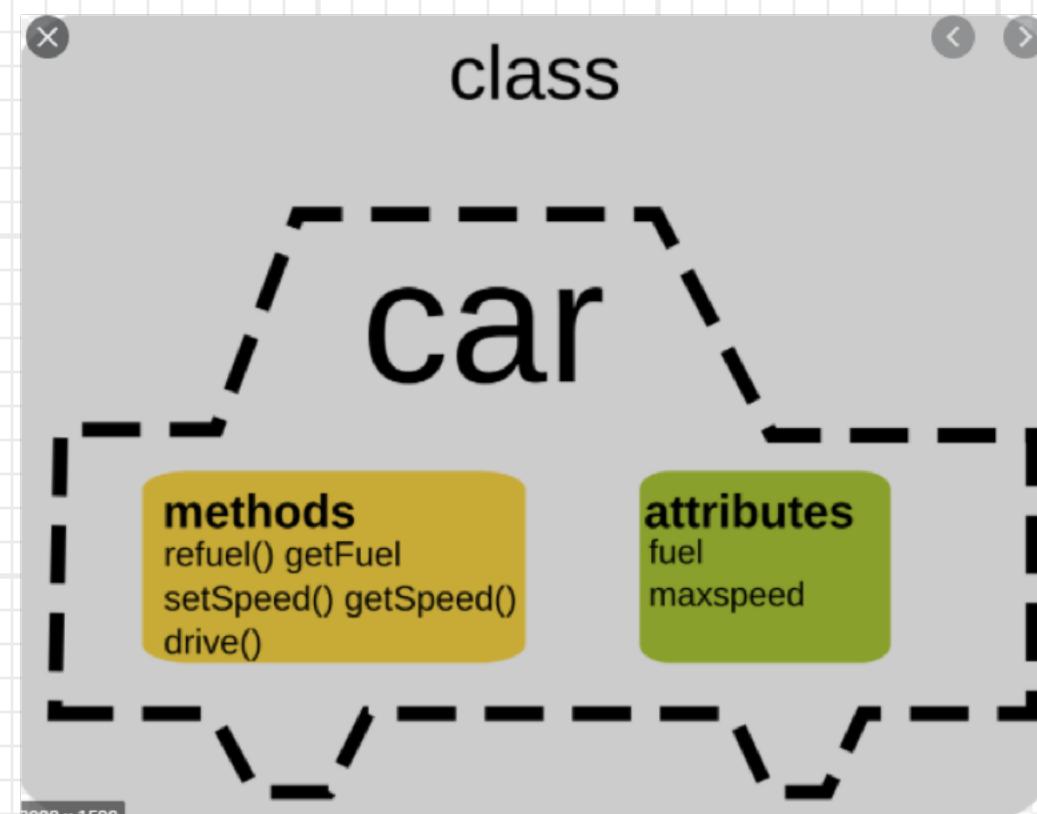


Actual filled  
forms by the  
students  
objects

# Mimic the Real World

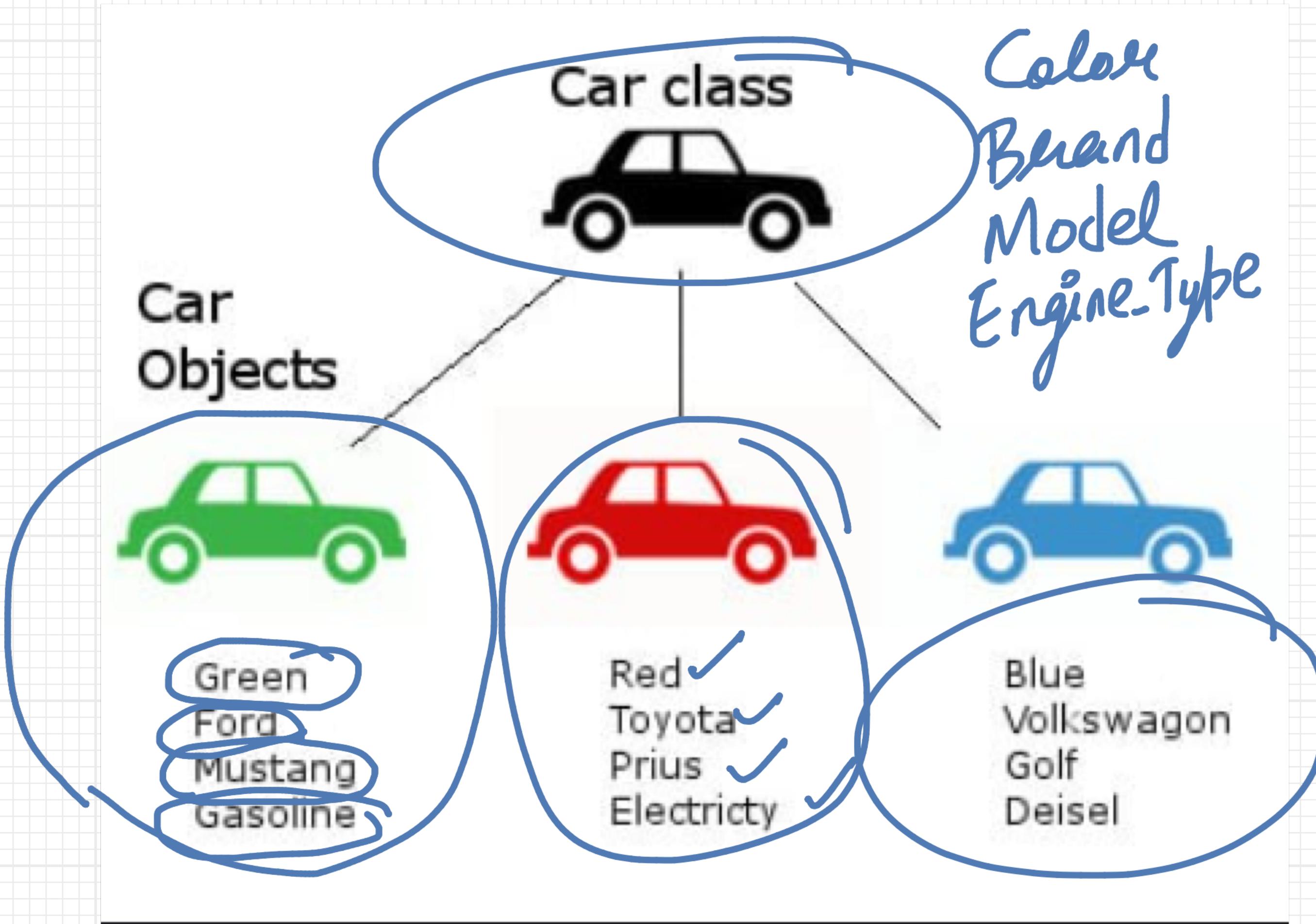
## methods

1. Drive()
2. Refuel()
3. ApplyingBreak()
4. ListeningMusic()
5. ChangeGear()



## attributes

- fuel
- maxspeed
- color
- Model
- Brand



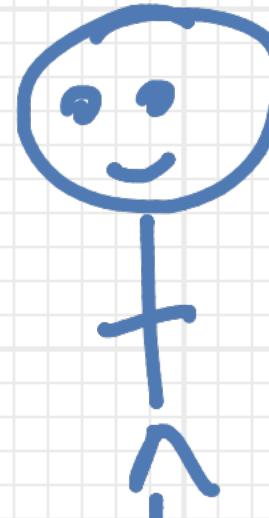
Methods

- ① eat()
- ② walk()
- ③ talk()

India

④ dance()

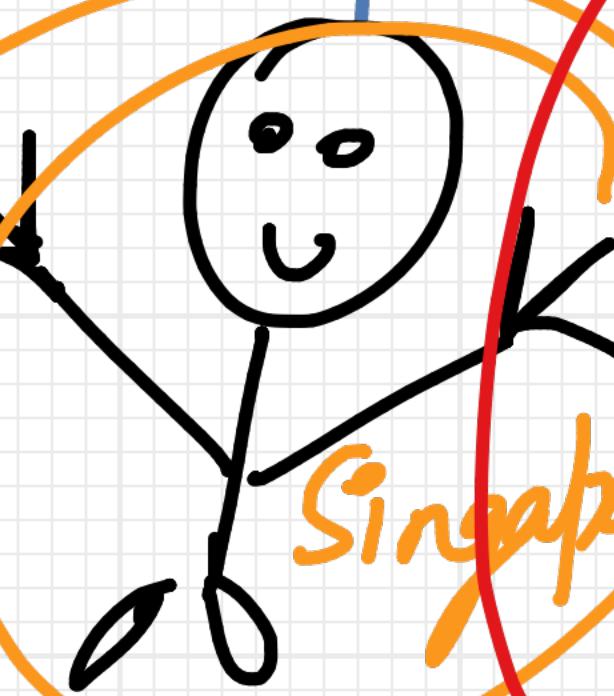
Human  
Being  
Class



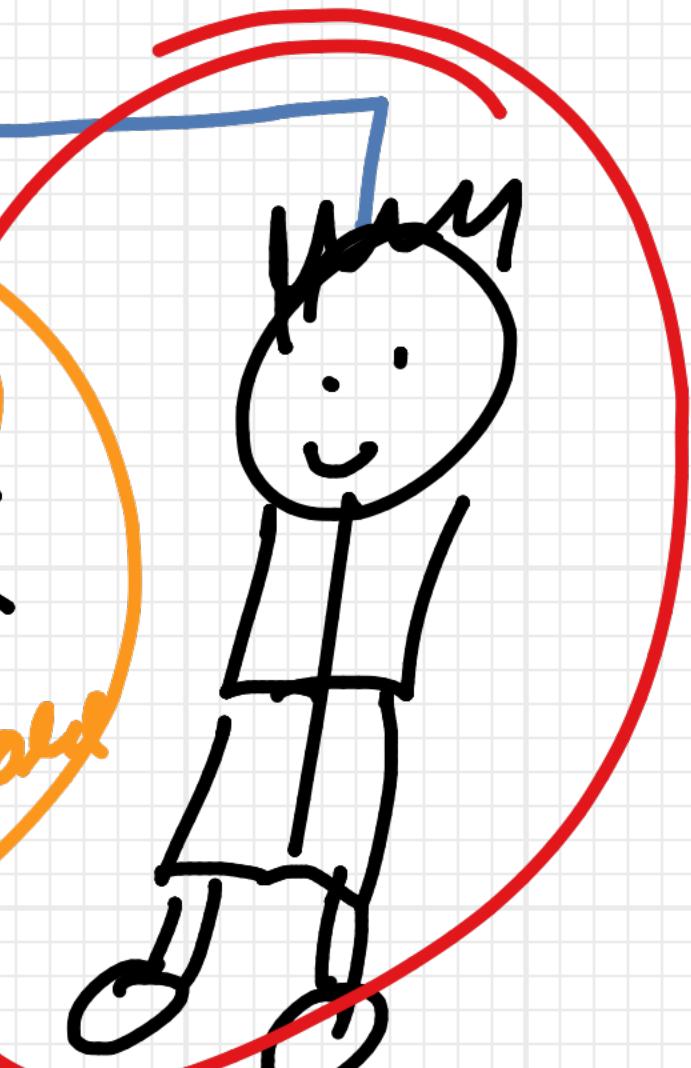
Attributes

- Hair Color
- Height
- Weight

Philippines



Singapore



USA

```
class Car:  
    def __init__(self, brand, model, color, engine_type):  
        self.brand = brand  
        self.model = model  
        self.color = color  
        self.engine_type = engine_type  
        self.speed = 0  
  
    def accelerate(self):  
        self.speed += 10  
  
    def brake(self):  
        self.speed = 0  
  
    def refuel(self, money):  
        price_per_litre = 107.8  
        litres = money / price_per_litre  
        self.fuel = litres
```

self.model

Attributes

Object Method

init method gets called when you create an object of this class. (automatically)

Name 5 Objects around you, and  
Create their methods and Attributes

#1 Monitor

Attributes ÷ Screen Resolution, Brand, Price  
Size

Methods ÷ Screen Mirror(), Input HDMI()

Watch-Netflix(), WatchAmazonPrime()  
Volume-inc(), Volume-de()

## Dog Class

Attributes

breed, name, color,

age

methods

Bark(),

Cat(),

Wag-Tail()

RUN()

Properties  
that defines an  
object.

Activity

Class Fan

Attributes color, no-of-wings  
type, model-speed

Methods increase-speed()  
turn-on()  
turn-off()