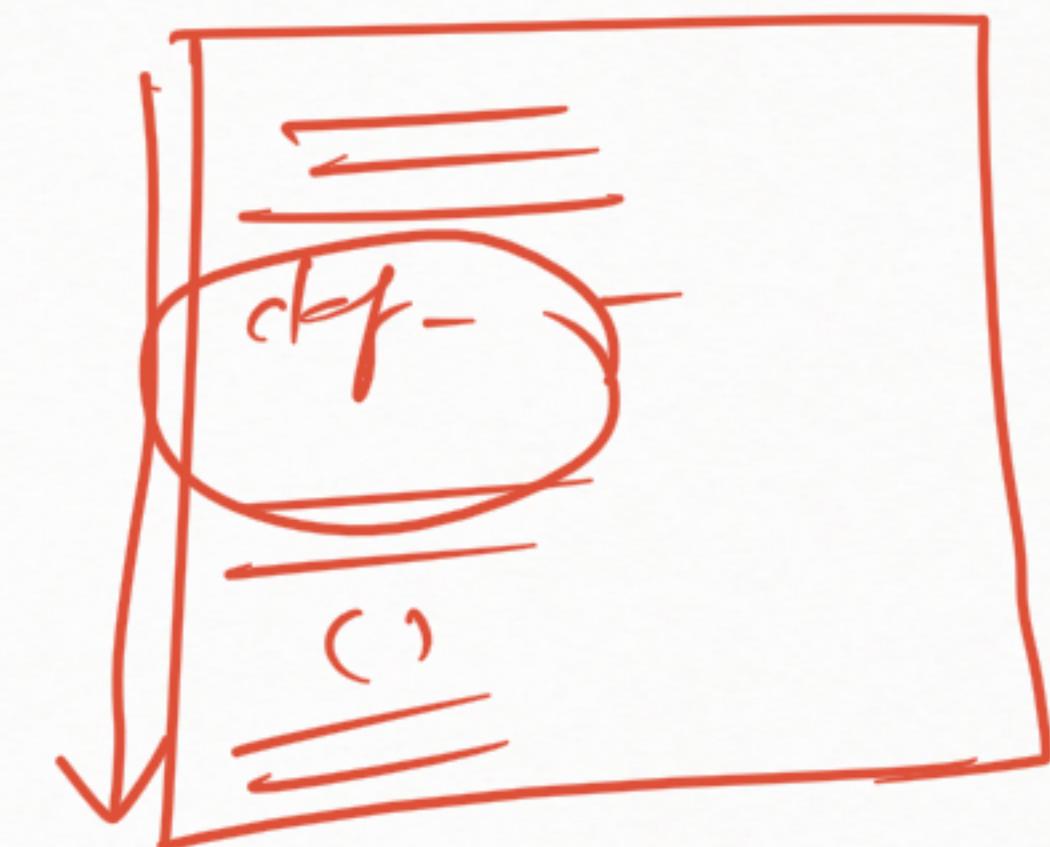
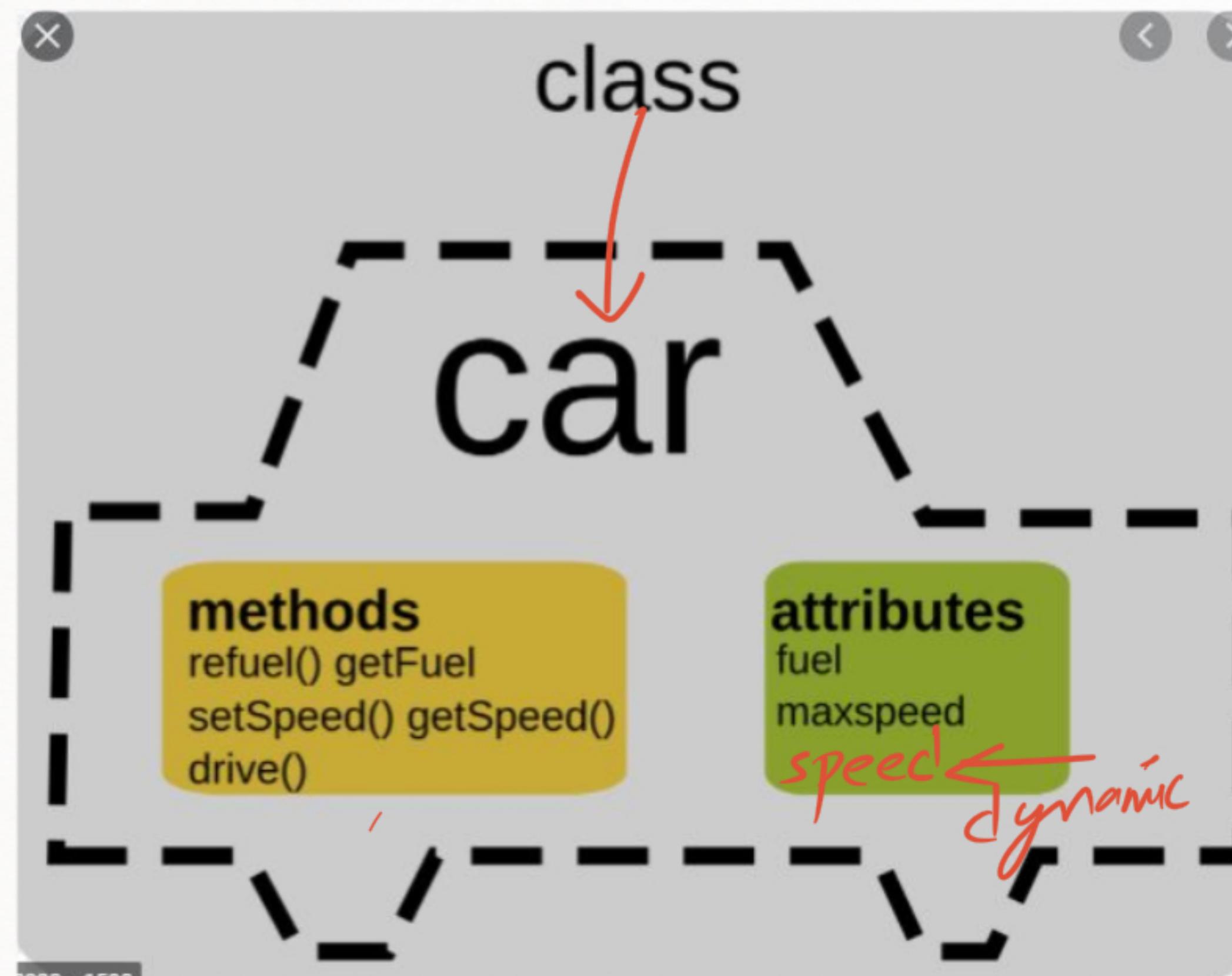


## # Procedural Programming

- We don't make objects and code around them.
- We write functions and call those functions.
- We follow a set of procedures to do a certain task.



# # Object Oriented Programming



Attributes & Methods

Properties  
Characteristics

Features

behaviour  
functions

What is Car?  
Car is a Class

~~# Class~~

Student



→ Blueprint

Q1) Can I make any No of Hours with this Blueprint?

Empty  
→ Application Form

Q2) Can I have any No of student Registered with this Form?

FORM	
NAME	_____
CLASS	_____
ADD	_____
ROLLNO	_____
ETC	_____
	F6

# Object

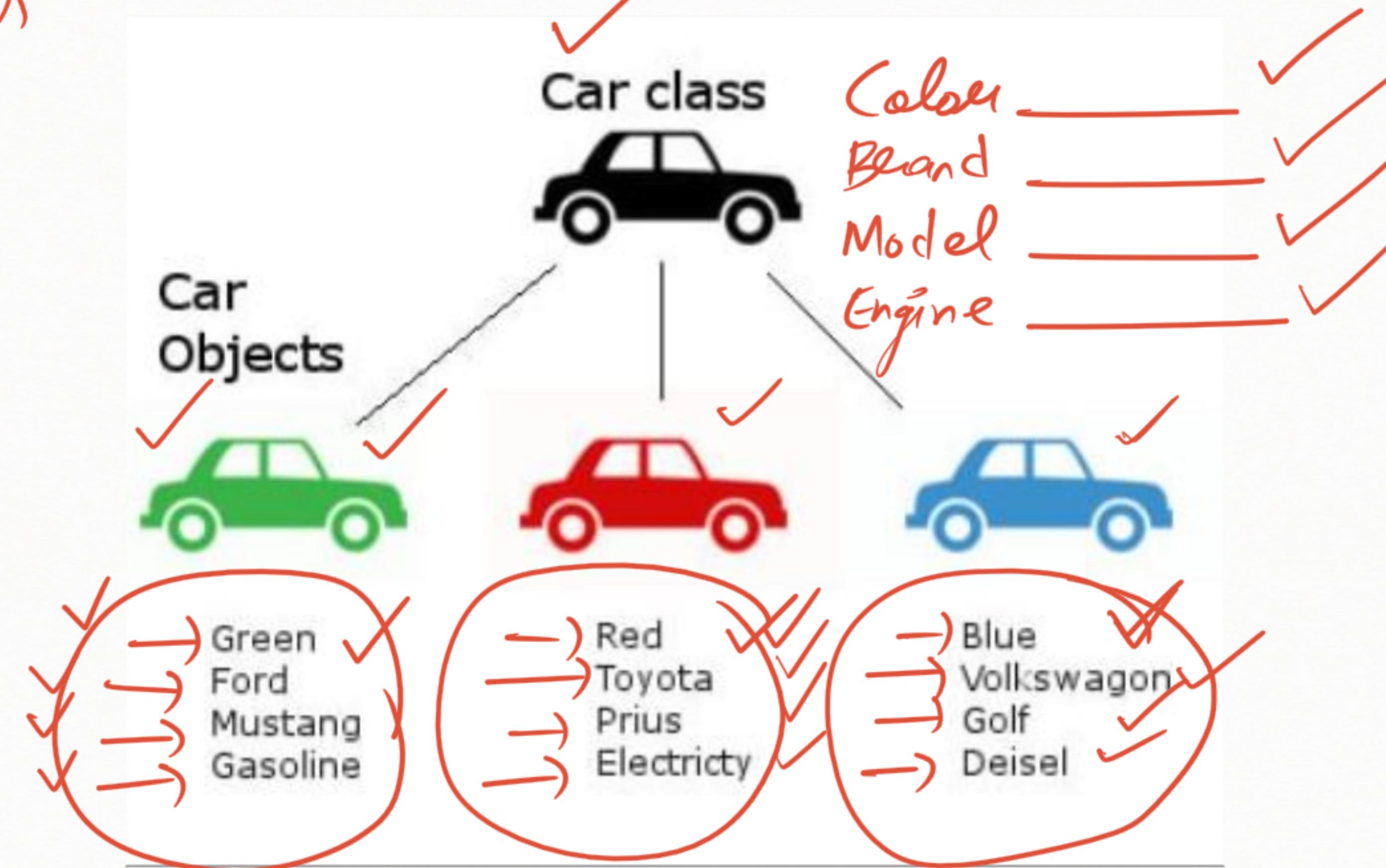
→ my house from the blueprint  
"Chouhan Niwas"

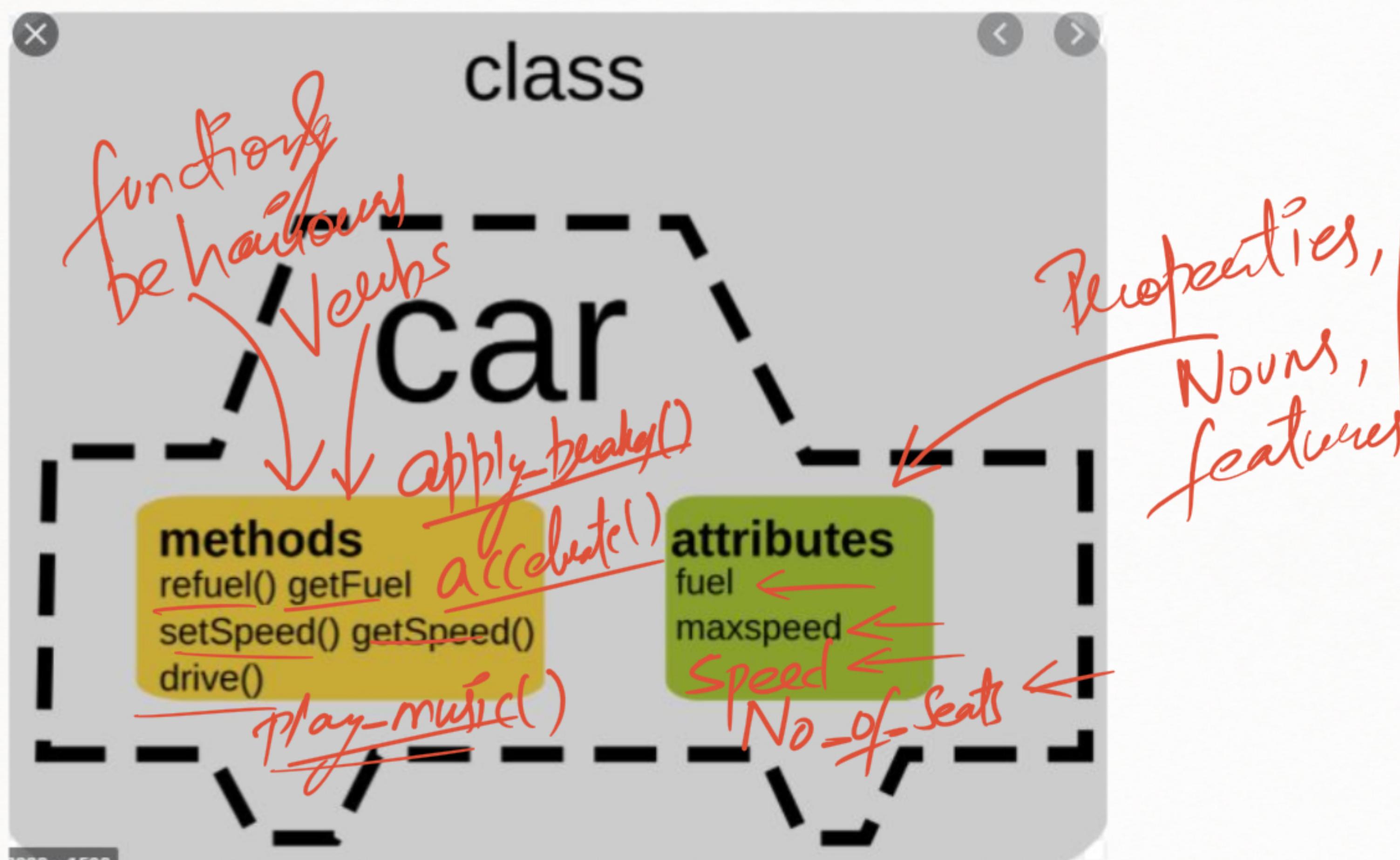
→ Vishal Gupta's Form  
↑ Object

→ Haresh Arbat's Form  
↑ Object

predicted  
features  
Nouns

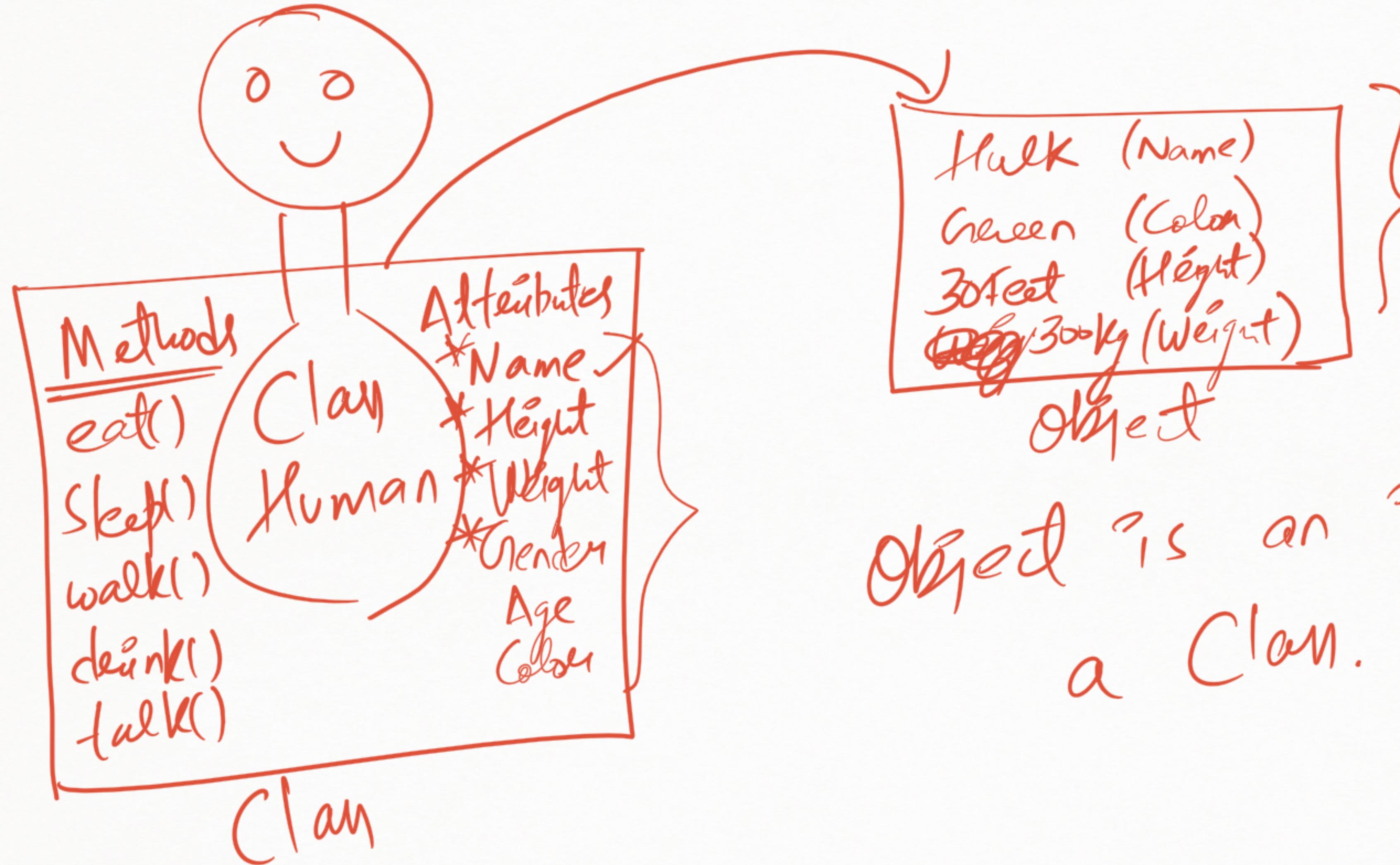
# Attributes of a Class





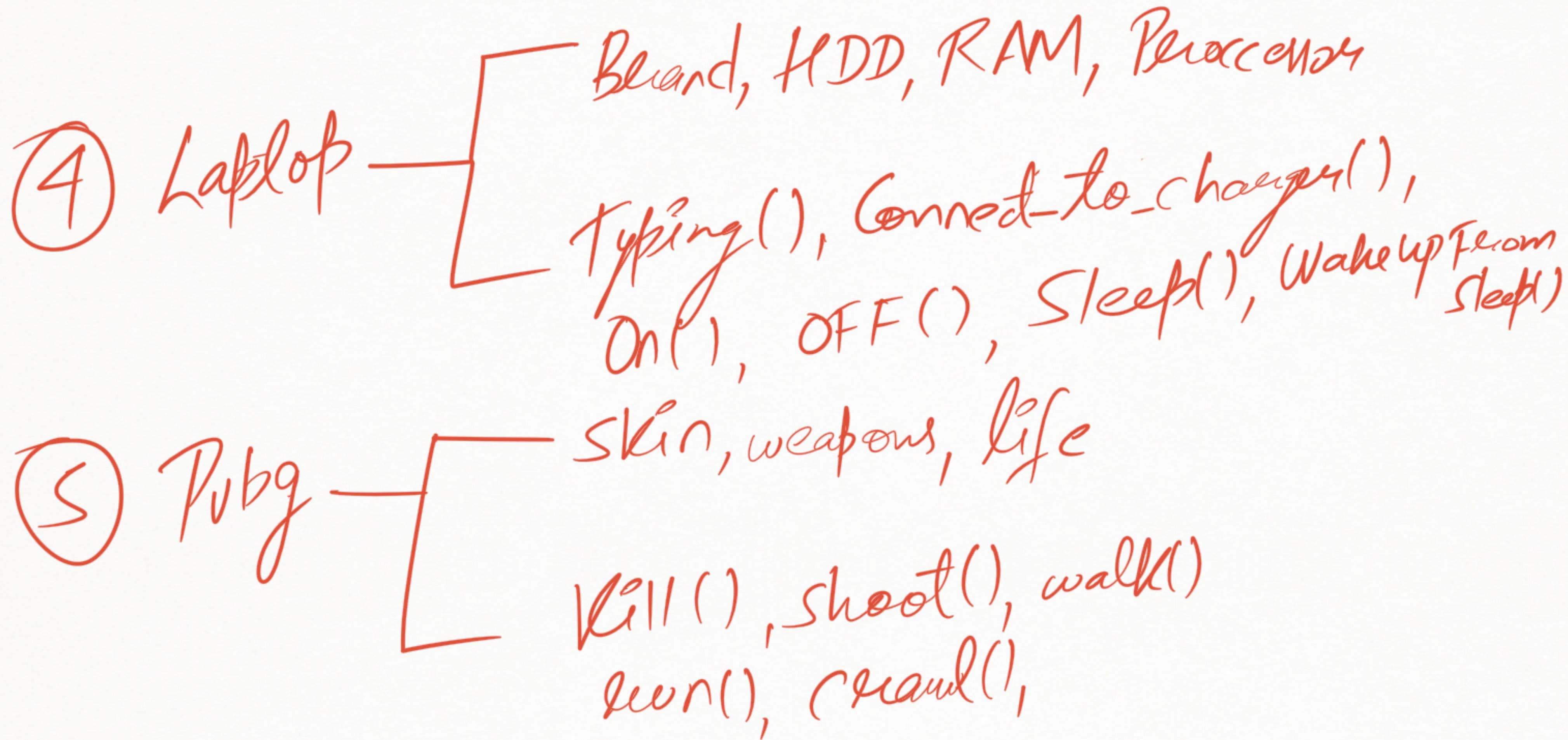
→ In OOP we are trying to mimic Real world.

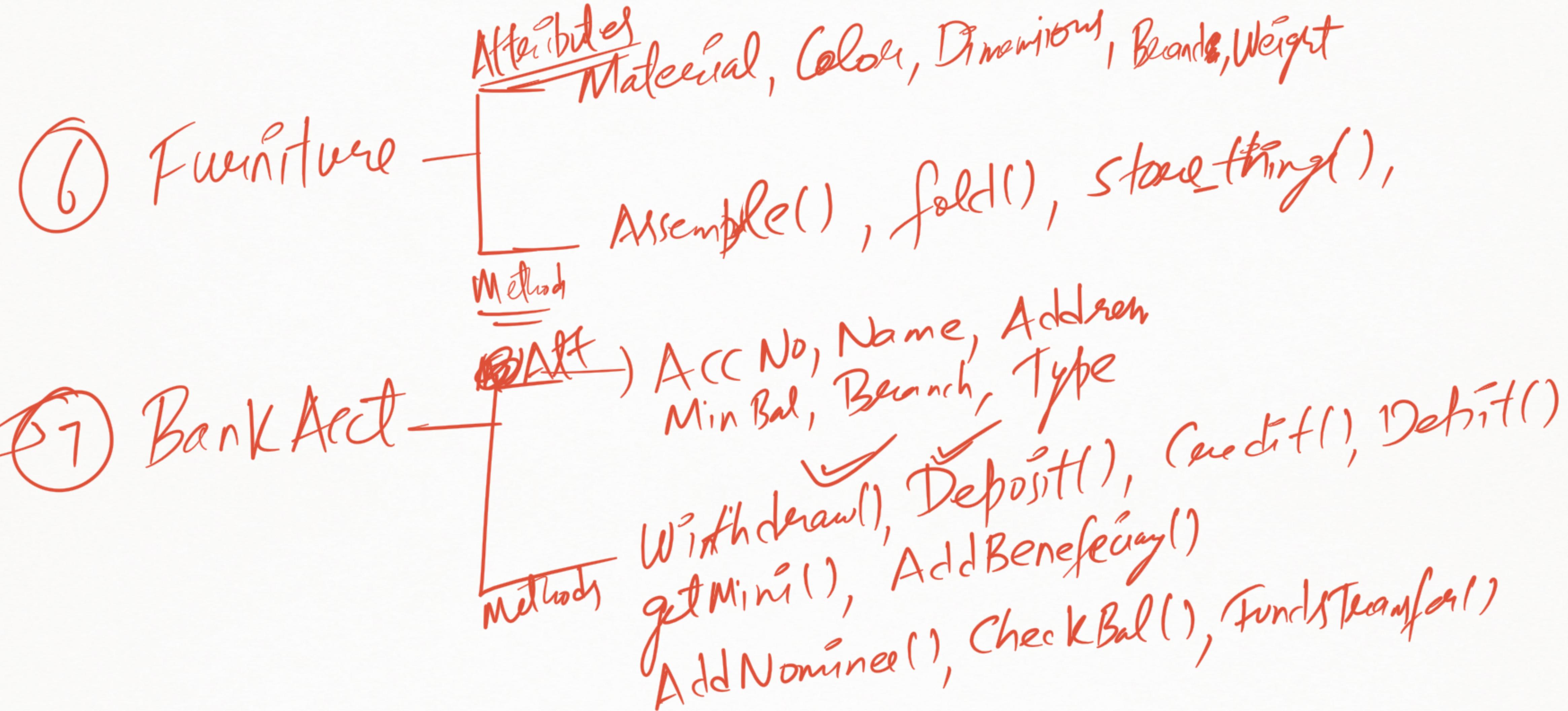
Properties  
functions.



Object is an instance of  
a Class.

- # Classes
- ① Dog [ Attributes: breed, gender, color  
Methods: ✓ Bark(), Run(), Eat(); Snell()  
Sleep()
  - ② Fan [ Wings, Color, Brand  
✓ Increasespeed(), Decreasespeed(), On(), OFF()
  - ③ Solar System [ Panels, Inverter  
GenerateElectricity()





method(special)

Code in Python 3.6

```

class Person:
    def __init__(self, name):
        print('Family is blessed with baby')
        self.NAME = name

atul = Person('Atul Kumar')

```

*Creating object*

*atul & self in \_\_init\_\_ of atul are pointing to the same object.*

that just executed

