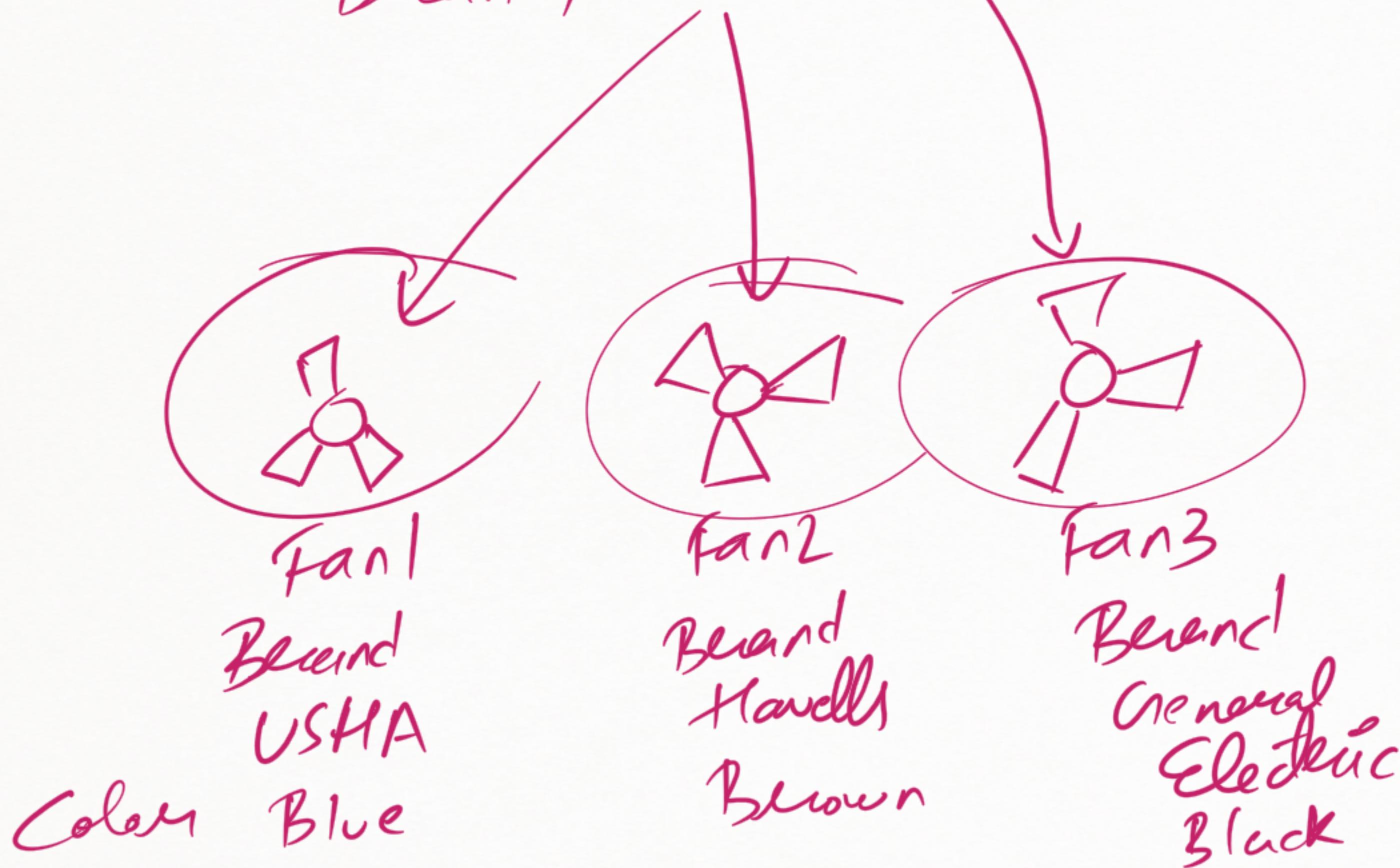


Object Attributes      FAN CLASS

Brand, Color, Model



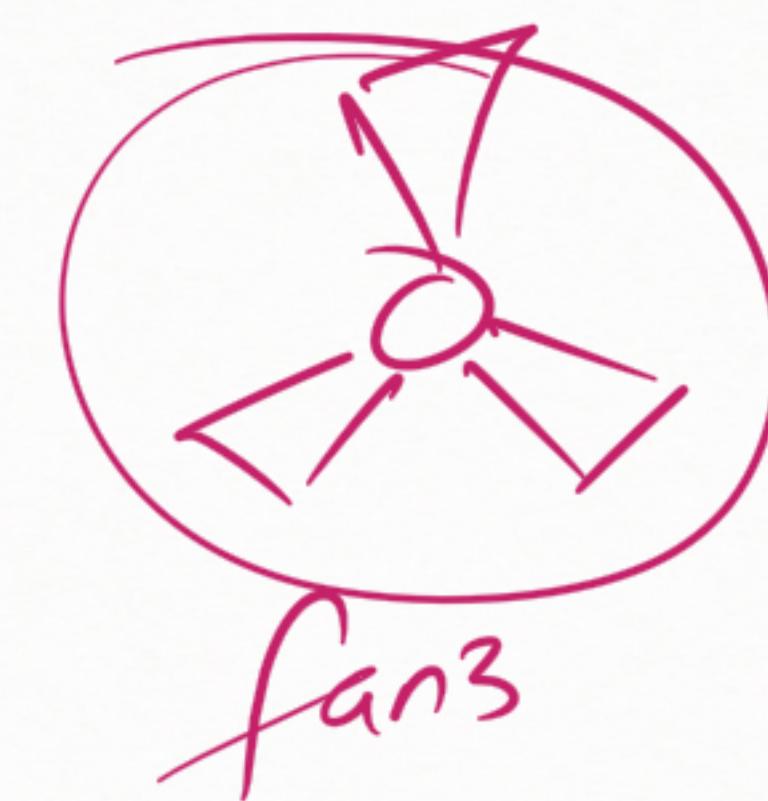
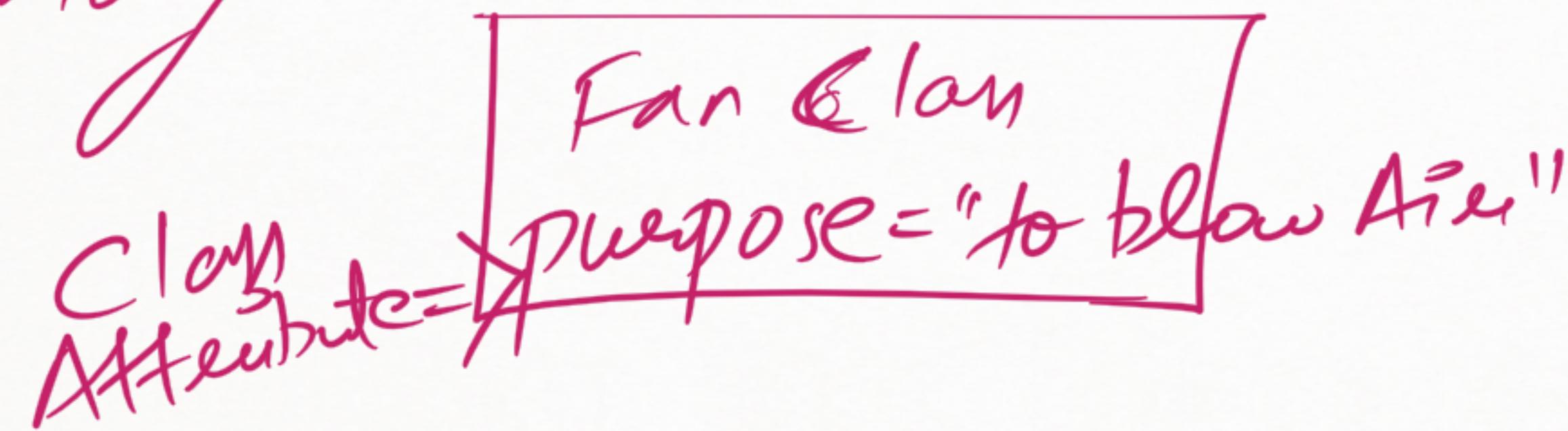
Fan2. color

// Brown

Fan3. color  
// Black

## Class Attributes

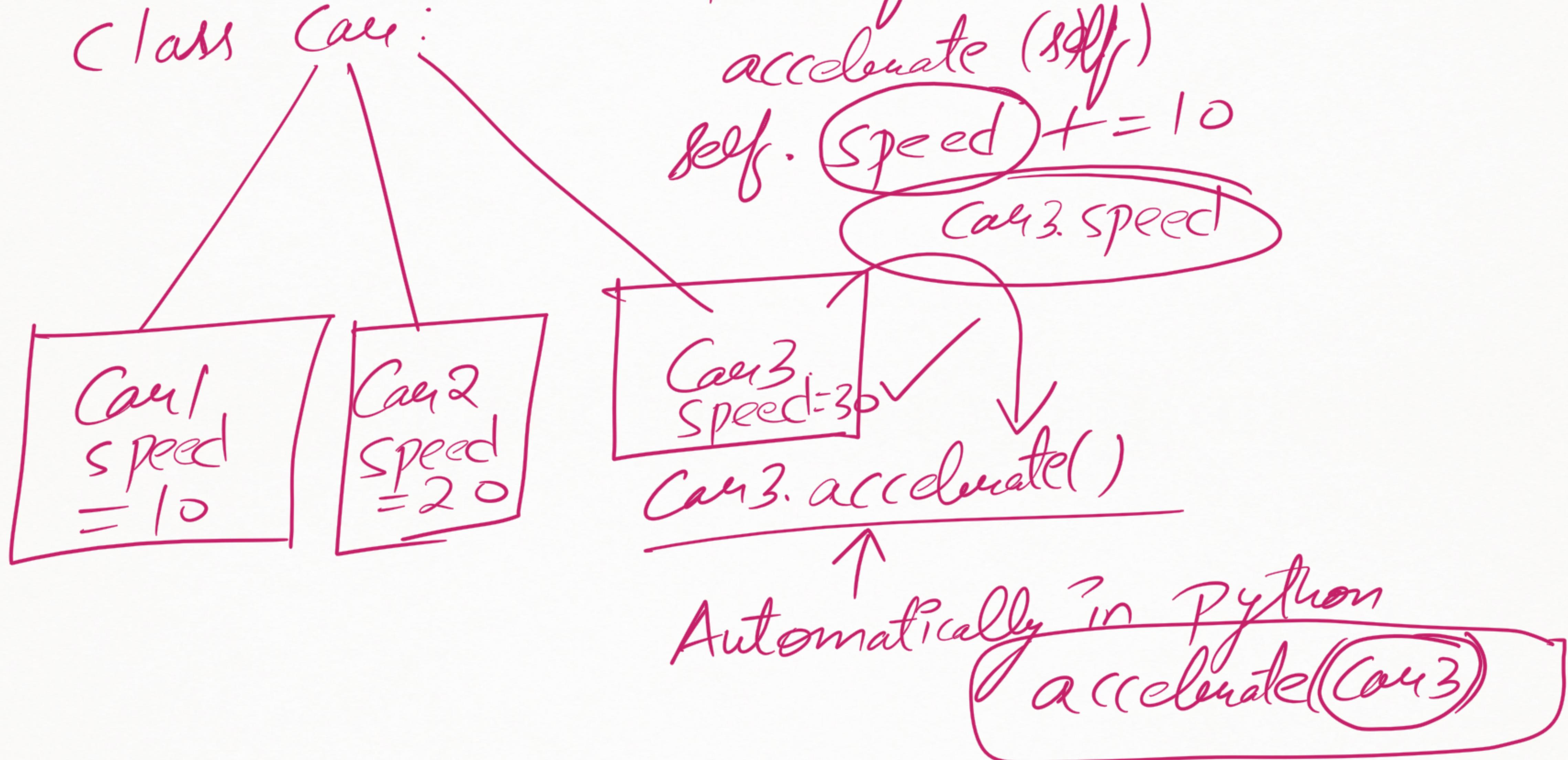
Class Attributes are shared  
among all the objects



Fan.purpose = "Blow  
More  
Air"

class Car:

Blueprint of the Car



```
class fan:  
    purpose = 'blow air'  
    def __init__(self, color):  
        self.color = color  
        self.on = False  
  
    def switchOn(self):  
        print(self)  
        self.on = True
```

```
fan1 = fan('red')  
fan2 = fan('green')  
print(fan1, 'fan1')  
print(fan2, 'fan2')
```

```
<__main__.fan object at 0x05F40988> fan1  
<__main__.fan object at 0x05F40898> fan2
```

```
fan1.switchOn()
```

```
<__main__.fan object at 0x05F40988>
```

```
fan2.switchOn()
```

```
<__main__.fan object at 0x05F40898>
```

def switchOn(self)  
print(self)

switchOn (fan)

switchOn(fan2)