

# Object-oriented programming

Programming paradigm

Object-oriented programming is a programming paradigm based on the concept of "objects", which can contain data and code: data in the form of fields, and code, in the form of procedures. A feature of objects is that an object's own procedures can access and often modify the data fields of itself. [Wikipedia](#)

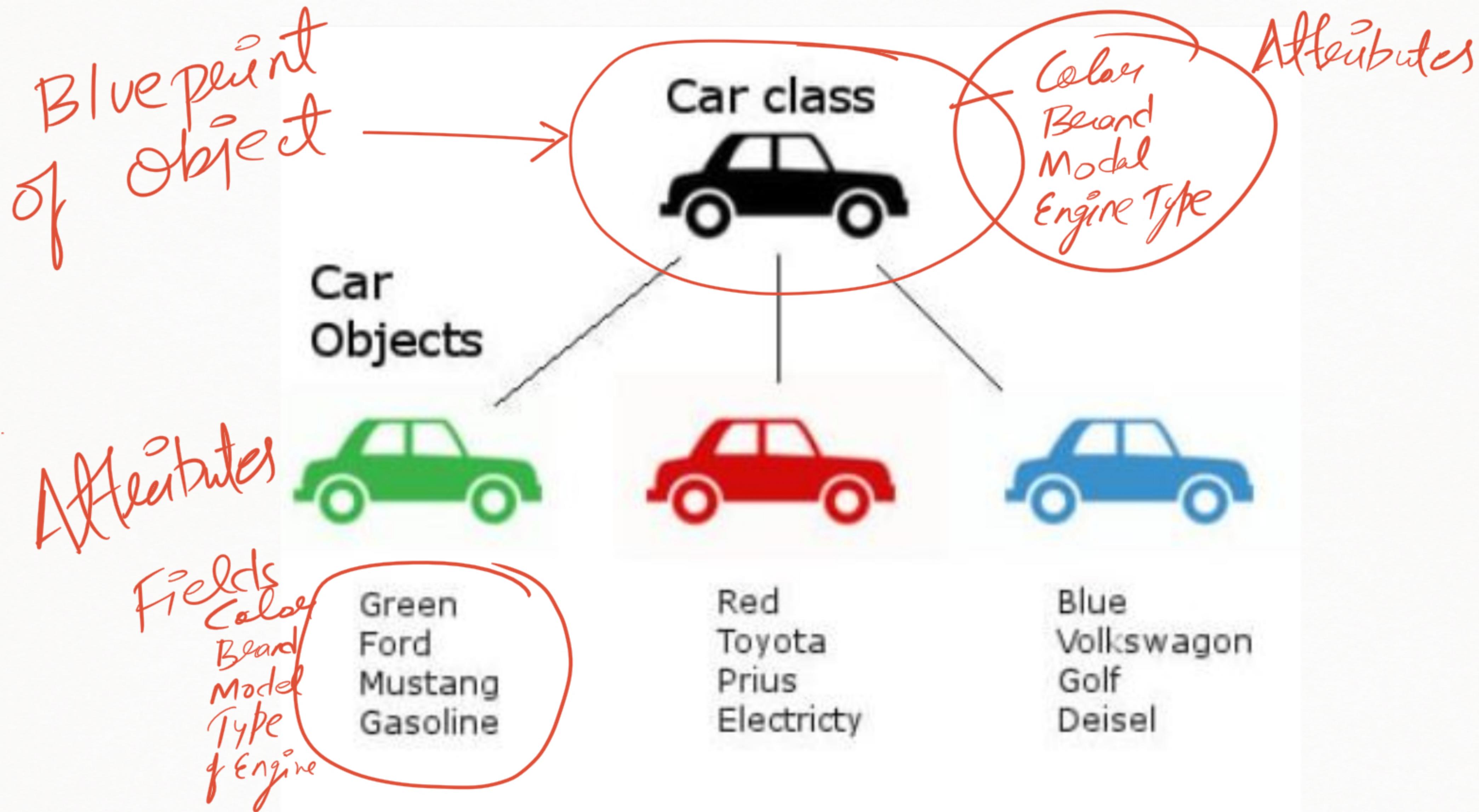
attribute  
===== methods

<  
Type of Programming.

Attributes

means  
functions  
methods

Car  
Attributes Methods  
color  
modal  
speed  
fuel  
getfuel()  
refuel()  
accelerate()  
brake()



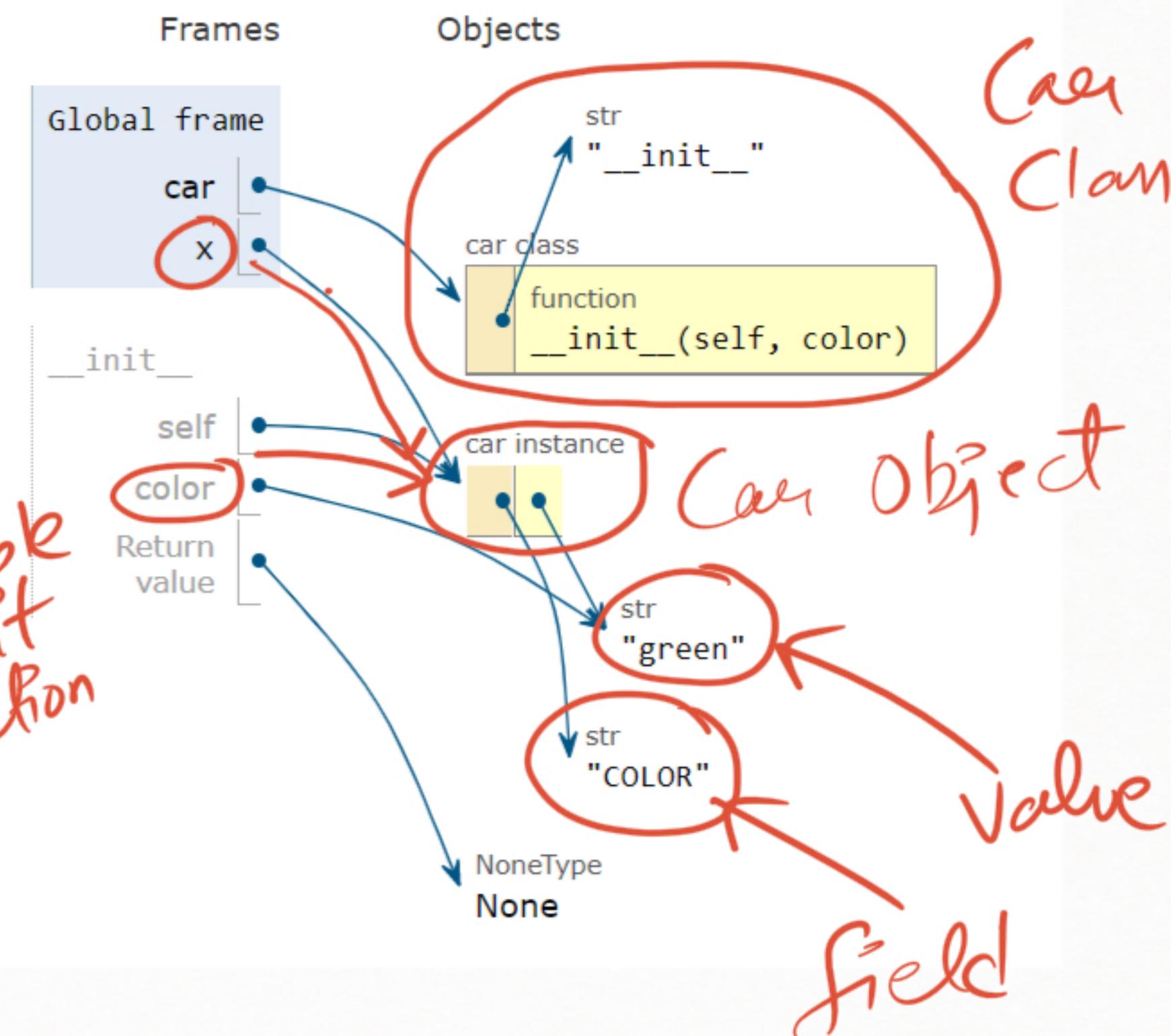
code in Python 3.6

(drag lower right corner to resize code editor)

```
1 class car:  
2     def __init__(self, color):  
3         print('init is called')  
4         self.COLOR = color  
5  
x = car('green')
```

Local variable  
in init function

Print output (drag lower right corner to resize)  
init is called



te code in Python 3.6

(drag lower right corner to resize code editor)

```
1 class car:  
2     def __init__(self,color):  
3         print('init is called')  
4         self.COLOR = color  
5  
6 x = car('green')  
7  
8 y = car('red')
```

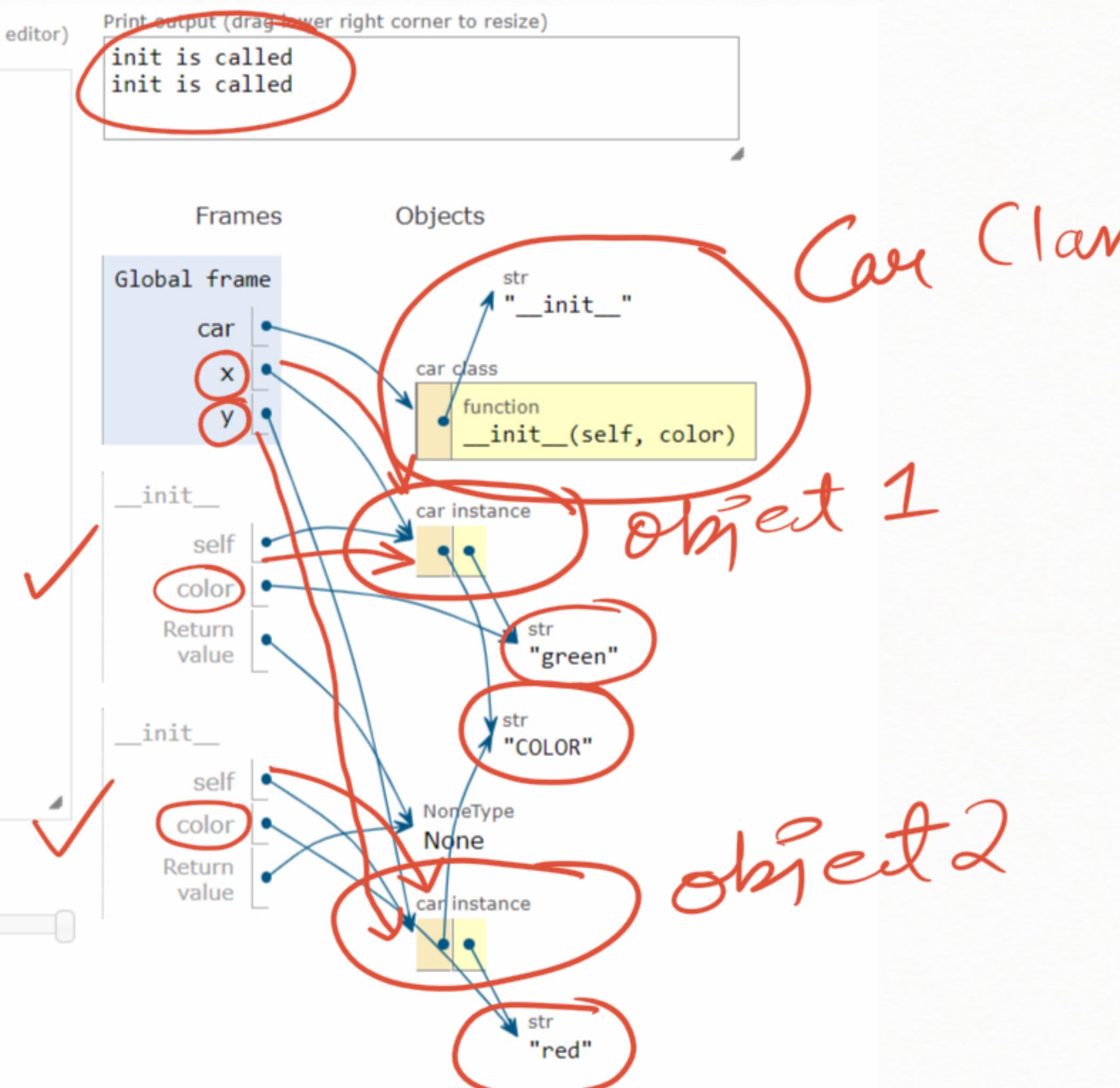
Print output (drag lower right corner to resize)

```
init is called  
init is called
```

line that just executed  
next line to execute

<< First < Prev Next > Last >>

Done running (11 steps)



Functions  
Defined  
Inside  
Class

