

Functions that are associated with an object

A methods that is called when the object is created

Can load external data

Called with `'.'`

A wide variety available

Accessed with `'.'`

Can be changes or created by methods

A recipe for creating objects

Many different ways of reading these

Consists of methods and attributes

Set or changed with `self`

A structure to hold information

First argument must be `self`

Usually sets a number of attributes

Can call other methods and attributes

A way of accessing information associated with the object

Variables that are associated with the object

Must be imported with `import`

U Packaged, pre-written code

Can return something or change the object.

Many objects can be created from same recipe

Its arguments are used to create the object