

Python object oriented Programming

Day 1 (by campus x)

Today's Topic

object oriented Programming

"Everything in Python is an
object"

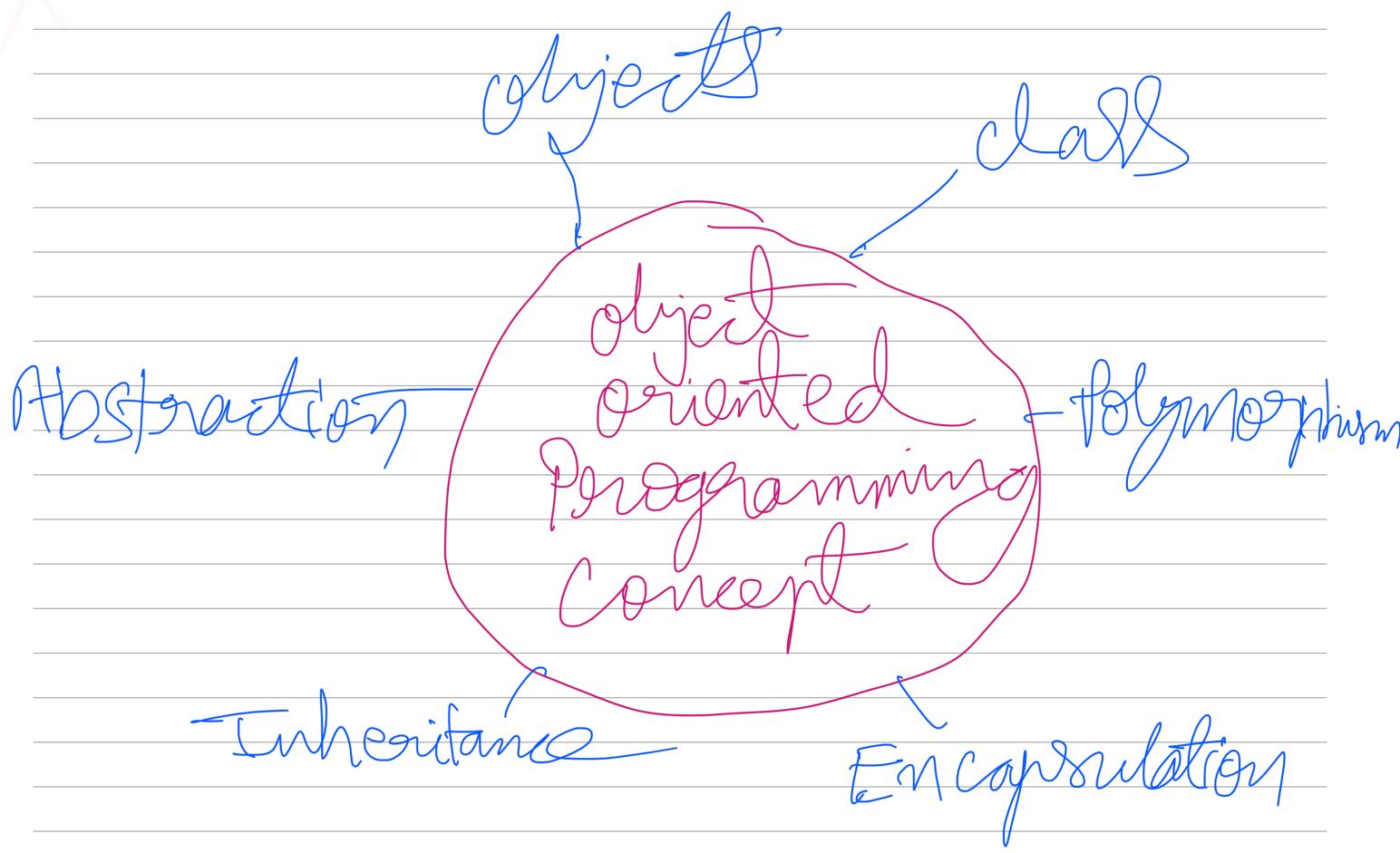


What is an object?
and what is OOP?

"Generality to Specificity")

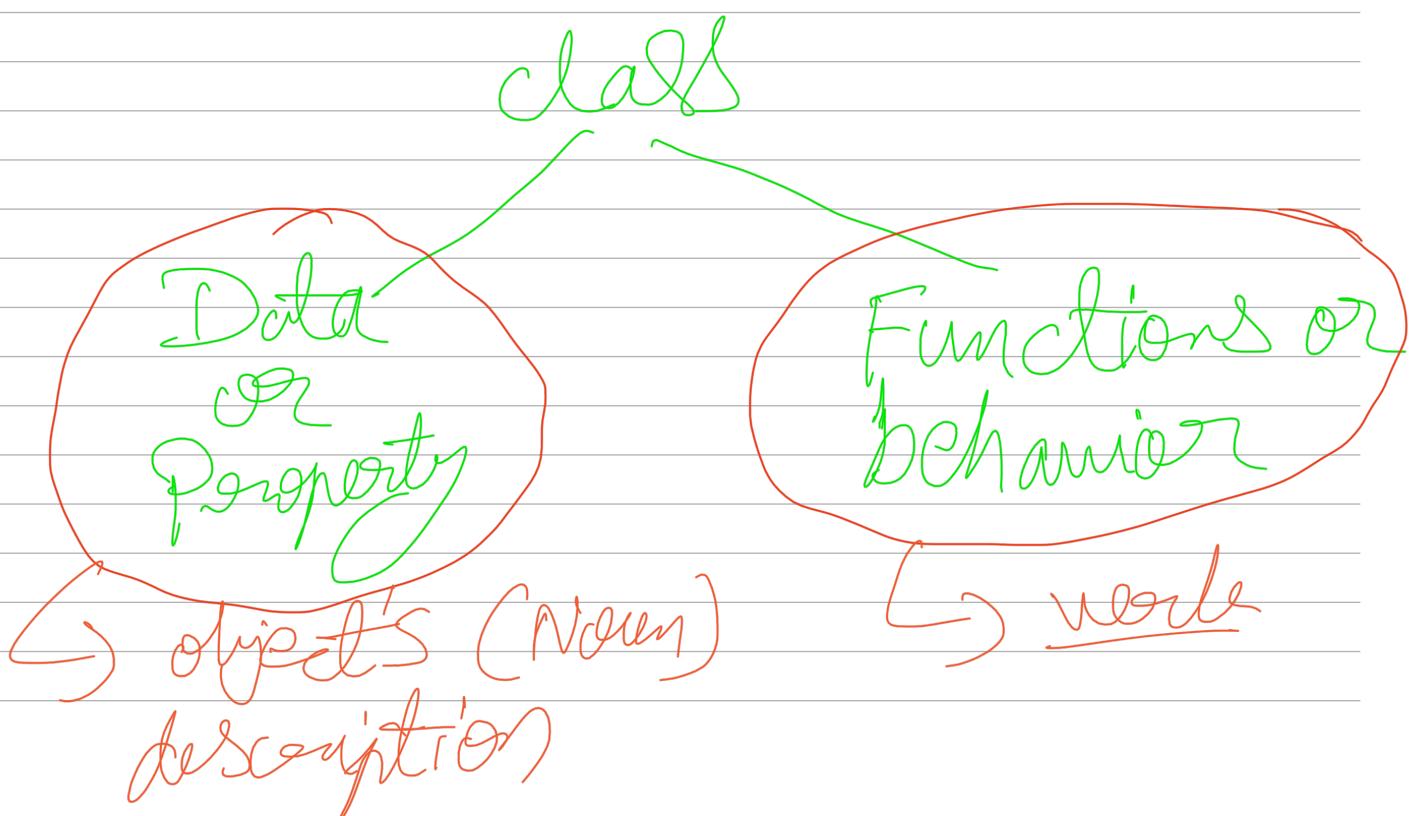
6 Core Concepts





Class

class is a blueprint



Class Basic Structure

Class Car:

Color = "blue" ~~# data~~

model = "Sports" ~~# data~~

def calculateAvgSpeed(runtime):
 # Some code

~~# class Name should be in pascal case~~

))) ThisIsPascalCase
Every first letter of word
Should be Capital.

))) camelCase

~~first letter of first word
is Small~~

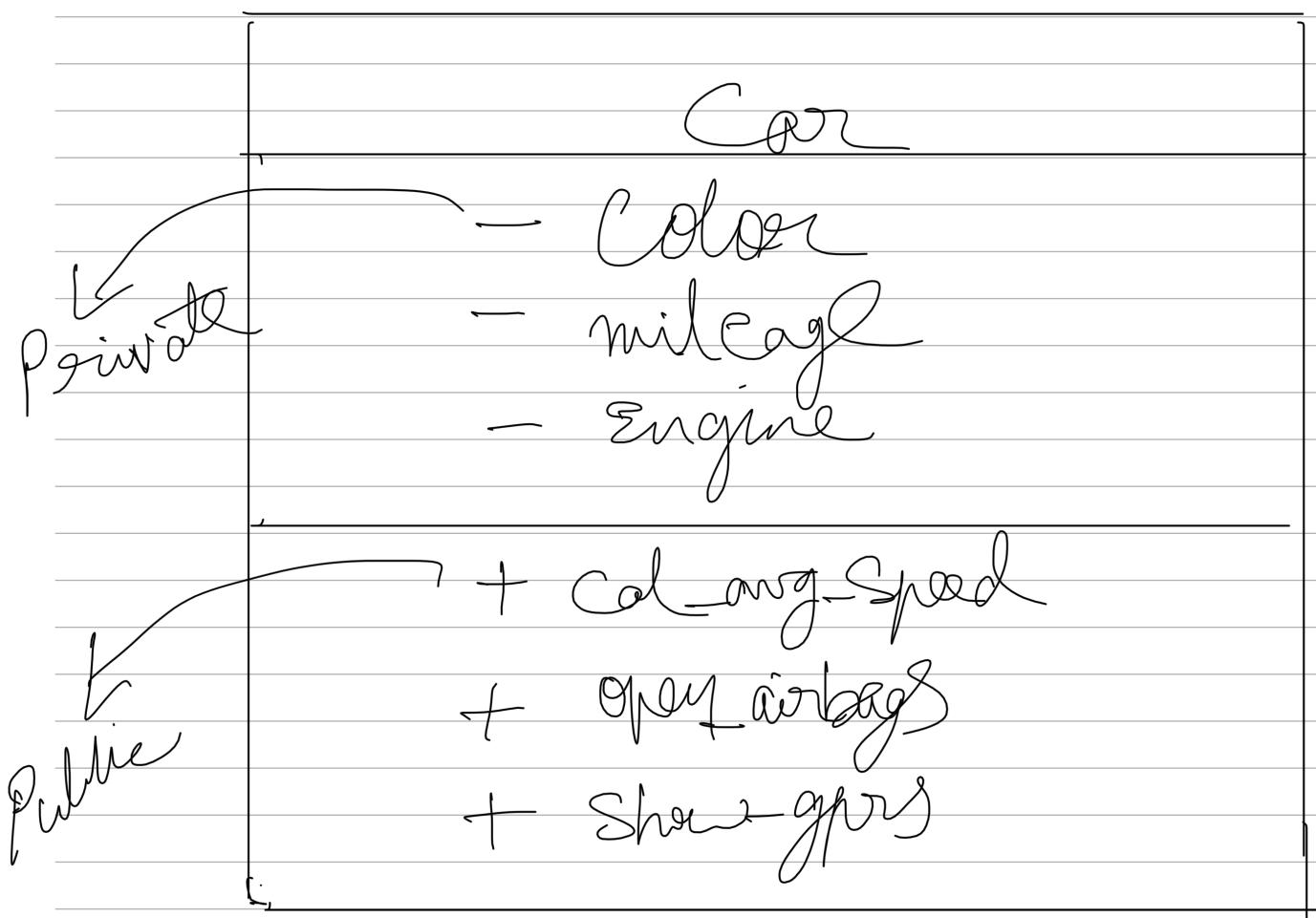
thisIsCamelCase

))) Snake Case
Word1_Word2

Two words joined by underscore

class name = Pascal Case

fun/method name = Snake Case



object

object is an instance of the class

object Examples

1. Car \rightarrow WagonR

$((\text{WagonR} = \text{Car}))$

2. Sports \rightarrow Gilli Danda

$((\text{Gilli Danda} = \text{Sports}))$

3. Animals \rightarrow Langoor

$((\text{Langoor} = \text{Animals}))$

But for built-in class in Python we use object literal to define object.

What is object literal?

(\rightarrow) An easy way to make objects

$$L = [1, 2, 3]$$

L is object of list class
and here we are making
object using object literal

also we can make object in
using another approach

$$L = \text{list}()$$

Let's make a class

Code (Refer to
Code Day 1)