Python advance assignment 1:

Q1) python OOP allows us to implement real world entities. This is done with help of classes and objects. Hence, entities like polymorphism, inheritance, encapsulation etc are brought into coding.

Q2) Inheritance search searches namespaces (attribute definition tree).

Q3) class is physical, i.e, occupies some space while instance is logical. Object gives memory address of a class while instance represents value/copy of data at a particular time.

Q4) The first argument is object. This is because while calling process is automatic, receiving process is not.

Q5) \_\_init\_\_ creates objects in a class. Object’s attributes are initiated in a class.

Q6) Call class using classname and pass arguments as prescribed by \_\_init\_\_ method. Object = classname(arguments)

Q7) code structure:

class classname:

classsuite (methods and functions that create a class and belong to class like \_\_init\_\_ class initiator)

Q8) From a superclass, many subclasses can be created. The subclasses inherit the characteristics of superclass. For example, cereals is superclass while rice, wheat etc are subclasses.