Q1. What is the purpose of Python OOP?

Suppose we have a software to record customer info. Here v creates a class called customer. Customer class has some attributes like name, membership type etc. We instantiate this class by creating objects.

For example, an object named 'Brad' with membership type 'Gold'. Another object named ‘Reshmi’' with membership type 'Premium'. In short, we create classes and represent them using specific values by creating objects.

Q2. Where does an inheritance search look for an attribute?

Child Class

Q3. How do you distinguish between a class object and an instance object?

Classes are a blueprint of things we plan to build. Things that we built from that blueprint are objects. In other words, we can say, Customer is a class. Instance of Customer is an object.

Q4. What makes the first argument in a class’s method function special?

First augment is the self keyword. Self keyword points to the current object. It stores the address of that object. Self is not a predefined keyword as well.

Q5. What is the purpose of the \_\_init\_\_ method?

\_\_init\_\_ method is a constructor. Whenever we define an object this method is called automatically without any human intervention. It is invoked every time when an object is created.

Q6. What is the process for creating a class instance?

To create instances of a class, you call the class using the class name and pass in whatever arguments its \_\_init\_\_ method accepts.

Q7. What is the process for creating a class?

Using class keyword followed by a name whose first letter is capital

**Syntax:**

class Classname

class Customer

Q8. How would you define the superclasses of a class?

Using super() in child class.

Example:

| class Rectangle:  def \_\_init\_\_(self, length, width):  self.length = length  self.width = width  def area(self):  return self.length\*self.width class Square(Rectangle):  def \_\_init\_\_(self, length):  super().\_\_init\_\_(length, length) n = Square(5) n.area() |
| --- |

Use super() to call the init() method of the rectangle class, thus we can use it in Square class without repeating code.