



PYTHON

CLASS AND OBJECTS





OBJECTS

Python is an object-oriented programming language.

Almost everything in Python is an object with its properties and methods.

A Class is like an object constructor or a "blueprint" for creating objects



CREATING A CLASS

To create a class, use the keyword class:

```
class MyClass:  
    x = 5
```

CREATING A OBJECTS

Create an object named p1, and print the value of x:

```
p1 = MyClass()  
print(p1.x)
```

OBJECTS

To understand the meaning of classes we have to understand the built-in `__init__()` function.

All classes have a function called `__init__()`, which is always executed when the class is being initiated.

Use the `__init__()` function to assign values to object properties, or other operations that are necessary to do when the object is being created:

FOR A EXAMPLE

Create a class named Person, use the `__init__()` function to assign values for name and age:

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age
```

```
p1 = Person("John", 36)
```

```
print(p1.name)  
print(p1.age)
```

OBJECTS

The `__str__()` Function

The `__str__()` function controls what should be returned when the class object is represented as a string.

If the `__str__()` function is not set, the string representation of the object is returned:

FOR A EXAMPLE

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age
```

```
p1 = Person("John", 36)
```

```
print(p1)
```

OBJECTS METHODS

Objects can also contain methods. Methods in objects are functions that belong to the object.

Let us create a method in the Person class:

Example

Insert a function that prints a greeting, and execute it on the p1 object:

```
class Person:
```

```
    def __init__(self, name, age):
```

```
        self.name = name
```

```
        self.age = age
```

```
    def myfunc(self):
```

```
        print("Hello my name is " + self.name)
```

```
p1 = Person("John", 36)
```

```
p1.myfunc()
```

