

## Python OOPs Concept

An object-oriented paradigm is to design the program using classes and objects. The object is related to real world entities such as book, house, pencil

### Class

#### Syntax

```
class ClassName:
```

```
    stmt 1
```

```
    -
```

```
    -
```

```
    -
```

```
    stmt n
```

### Object

- Everything in python is an object and almost everything has attributes and methods.
- All functions have built-in attribute `__doc__` which returns the docstring defined in the function source code.

### Example

```
class car:
```

```
    def __init__(self, modelname, year):  
        self.modelname = modelname  
        self.year = year
```

```
    def display(self):  
        print(self.modelname, self.year)
```

```
c1 = car("Toyota", 2016)  
c1.display
```

### Output

Toyota 2016

## Classes and Objects in python

### class Syntax

```
class className :  
    # statement - suite
```

### Objects Syntax

```
# declare object of a class  
object_name = class-Name(arguments)
```

### Example

```
class Person :  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age  
  
    def greet(self):  
        print("Hello, my name is" + self.name)  
  
# create a new instance  
person1 = Person("A", 20)  
person1.greet()
```



## The Self-parameter

The self-parameter refers to the current instance of the class and accesses the class variables. We can use anything instead of self, but it must be the first parameter of any function which belongs to the class.

### --init-- method

- The --init-- method is a special method used to initialize the attributes of an object when it's created from a class.
- It's often referred to as a constructor because it's called automatically when a new instance of the class is created.
- The first parameter of the --init-- method is named self, which refers to the instance being created. This parameter is required in all instance methods of a class.

## Python Constructor

- A constructor is a special type of method (function) which is used to initialize members of the class.
- In c++, Java the constructor has the same name as its class, but it treats constructor differently in Python. It is used to create an object.

Constructors can have two types :-

- (1) Parameterized constructor
- (2) Non-parameterized constructor

### creating the constructor

`__init__()`

### Example

```
class Employee:
```

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

```
        self.id = id
```

```
        self.name = name
```

```
    def display(self):
```

```
        print("ID: %d in Name: %s" % (self.id, self.name))
```

```
empl = Employee("John", 101)
```

```
empl.display()
```

## python built-in class functions

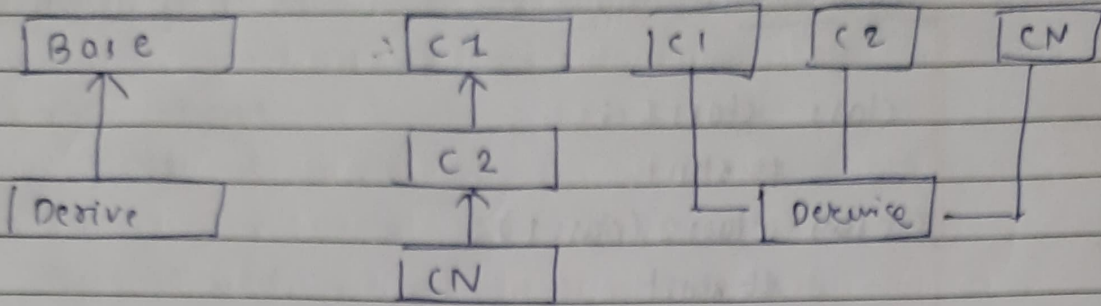
- (1) `getattr(obj, name, default)`
- (2) `setattr(obj, name, value)`
- (3) `delattr(obj, name)`
- (4) `hasattr(obj, name)`

## Built in class attributes

- (1) `--dict--`
- (2) `--doc--`
- (3) `--name--`
- (4) `--module--`
- (5) `--bases--`



## Python Inheritance



### Syntax

```
class derived-class(base-class):
    # stmts
```

A class can inherit multiple classes by mentioning all of them inside the brackets.

### Syntax

```
class derive-class(<base class 1>, <b-class 2>....):
    # stmts
```

### Example

```
class Animal:
    def speak(self):
        print("Animal speaking")
```

```
class Dog(Animal):
    def bark(self):
        print("dog barking")
```

```
d = Dog()
d.bark()
d.speak()
```

## Python Multi-level inheritance

### Syntax

```
class class1 :  
    # stmt  
class class2(class1):  
    # stmt  
class class3(class2):  
    # stmt
```

### Example

```
class Animal :  
    def speak(self):  
        print("Animal speaking")
```

```
class Dog (Animal):  
    def bark(self):  
        print("dog barking")
```

```
class DogChild (Dog):  
    def eat(self):  
        print("Eating bread....")
```

```
d = DogChild()  
d.bark()  
d.speak()  
d.eat()
```



## Python Multiple Inheritance

### Syntax

```
class Base1 :
```

```
    #
```

```
class Base2 :
```

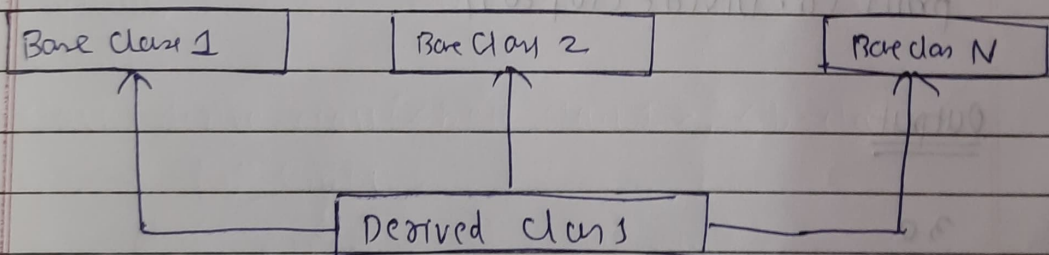
```
    #
```

```
class BaseN :
```

```
    #
```

```
class Derived (Base1, Base2, BaseN):
```

```
    #
```



Example

```
class calculation1 :  
    def summation(self, a, b) :  
        return a + b;
```

```
class calculation2 :  
    def Multiplication(self, a, b) :  
        return a * b;
```

```
class Derived (calculation1, calculation2) :  
    def Divide(self, a, b) :  
        return a / b
```

```
d = Derived ()
```

```
print(d.summation(10, 20))
```

```
print(d.Multiplication(10, 20))
```

```
print(d.Divide(10, 20))
```

Output

30

200

0.5

## Method Overriding

### Example

```
class Animal :
```

```
    def speak(self):
```

```
        print("speaking")
```

```
class Dog (Animal):
```

```
    def speak(self):
```

```
        print("Barking")
```

```
d = Dog()
```

```
d.speak()
```

### Output

Barking



## Abstraction in Python

- Abstraction is used to hide the internal of the function from the users.
- The users only interact with the basic implementation of the function, but inner working is hidden.

## Data Abstraction In python

- We perform data hiding by adding the double underscore (\_\_) as a prefix to the attribute which is to be hidden.

### Example

```
class Employee :
    __count = 0
```

```
    def __init__(self):
```

```
        Employee.__count = Employee.__count + 1
```

```
    def display(self):
```

```
        print("The number of employees", Employee.__count)
```

```
emp = Employee()
```

```
emp2 = Employee()
```

```
try :
```

```
    print(emp.__count)
```

```
finally :
```

```
    emp.display()
```