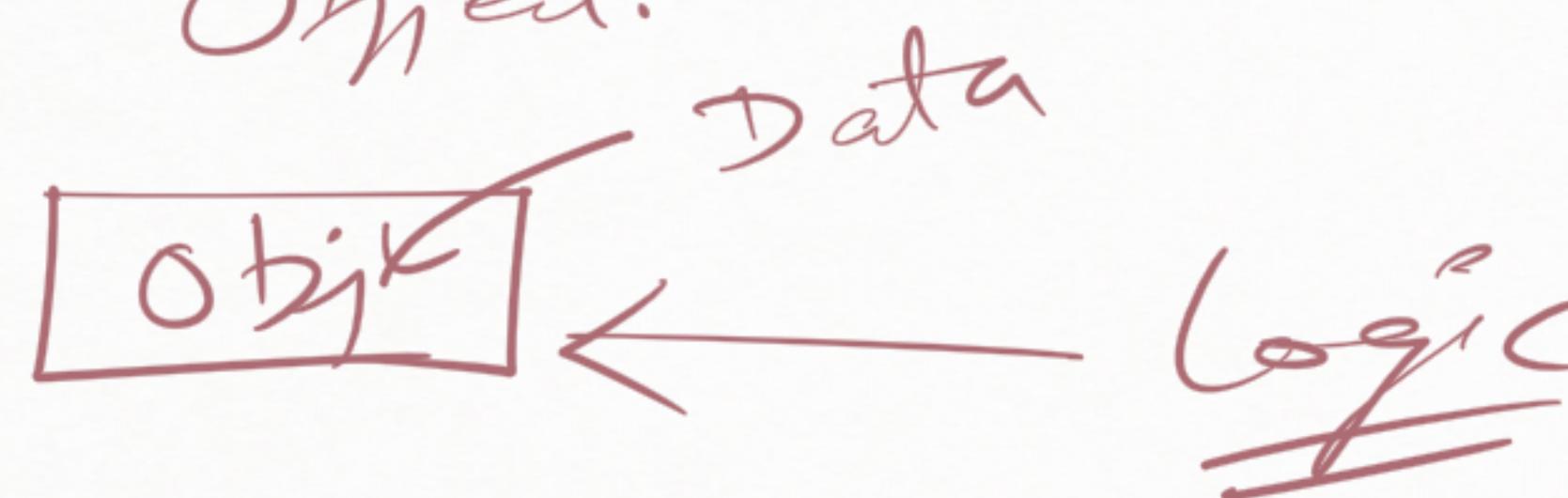


# What is OOP

- Real world Programming
- Classes & Objects. They mimic the real world objects.
- Combine the data into an object & then we app' logic to the object.

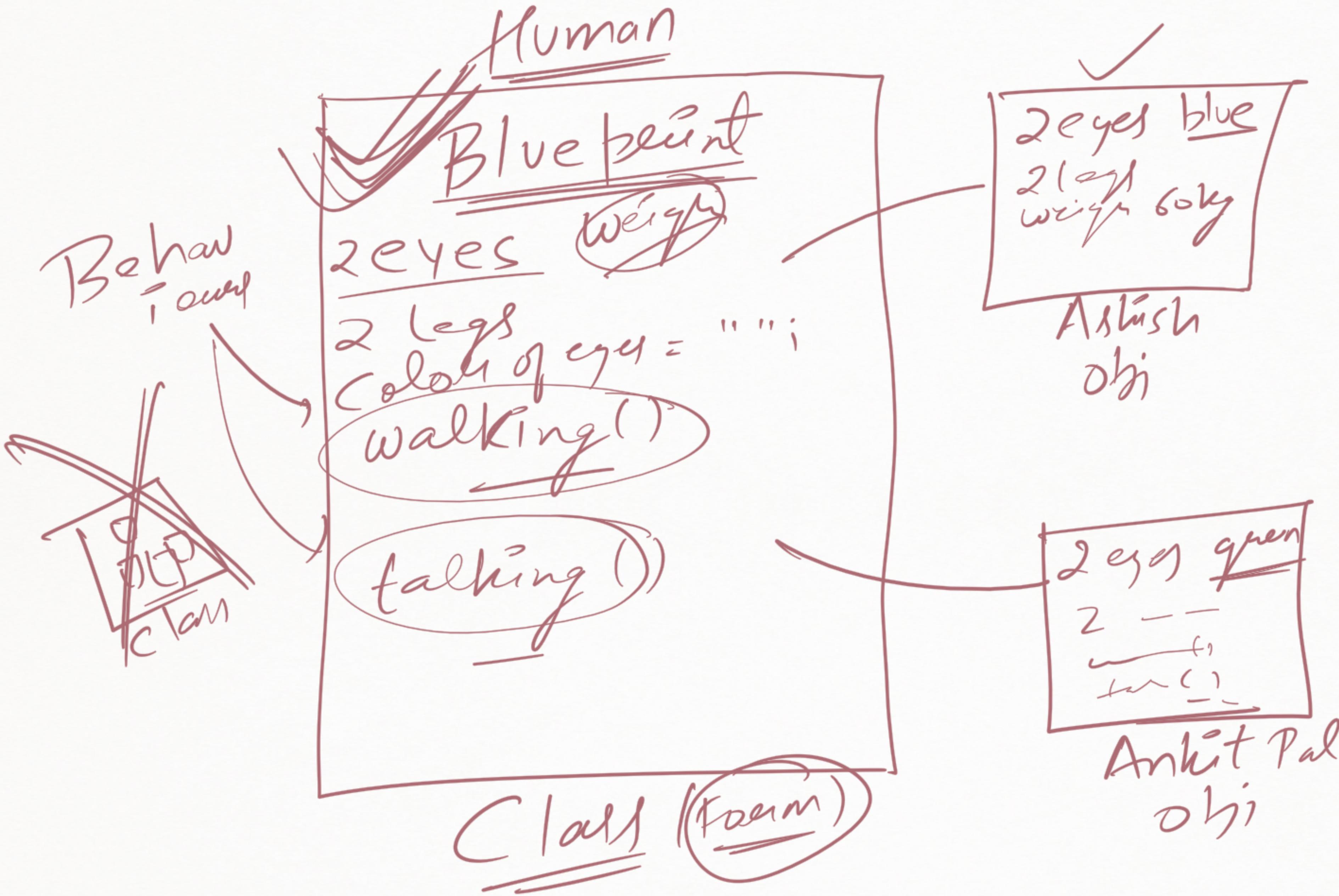


## Procedural Programming

→ We don't make objects and  
thus we don't write code  
around the object.

fun

=  
logic data



Object

is an

Synonym

Instance

of a Class

Blueprint  
Laptop

HDD, SDD, No. of  
Parts, Color, Display  
Size  
RAM, Brand

2 imp. things

→ Property (Variables)  
→ Behaviour (Functions)

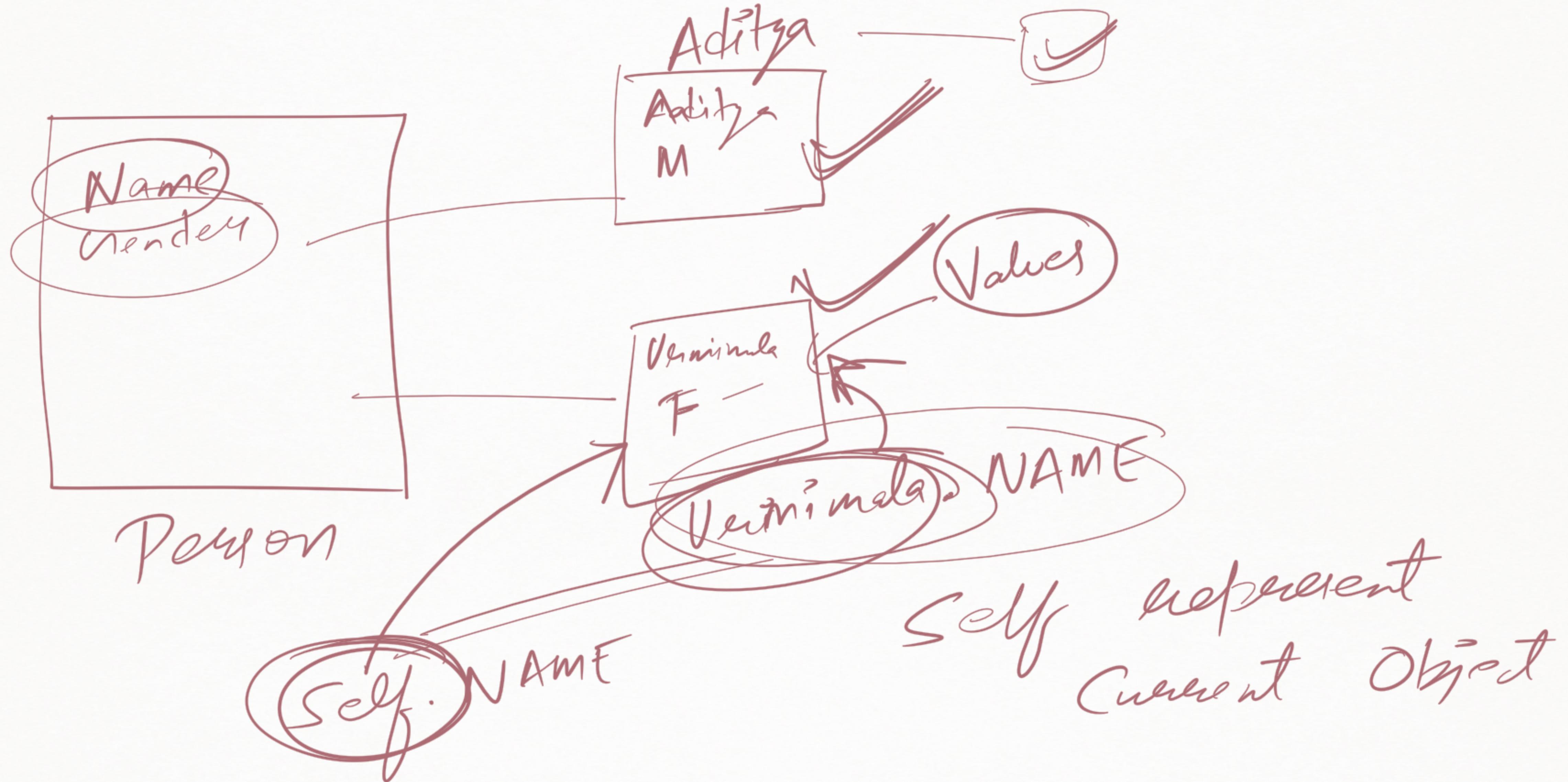
Storage (Images, movies)  
Processing ()

Rendering  
Playing Media

obj  
Dell XPS  
2.40  
3.26B

Carrying

- Q1. Write ~~people~~ / behav. (5 Mins).
- ~~people~~ Action Item
- ① Dog      People: Breed, Gender, legs=4, Tail, color  
              Behav: Barking, Running, Jumping, Eating, crawling,
- ② Bank Acct.      People: Acc-Name, Beards, Acc-id, Type of AC  
              Beh: Deposit(), Withdraw(), Transfer Money, ~~Take~~ "Take" -
- ③ Students      People: Roll No, Name, Class, Age.  
              Beh: Reading, Writing, Talking
- ④ Teachers      People: Designation, Subject, ID No, Exp  
              Beh: Teaching, Doubt-clearing, Examining.
- ⑤ Furniture.      People: Size, ~~material~~, material, Type  
              Beh: Providing comfort(), storing(), Adjusting()



class Person:

def \_\_init\_\_(self, NAME, self.x, self.y, self.z):

Always self.

self  
Refers to the current object ✓

the current object ✓

self.NAME = "Srid Nath"  
self.height = 180cm  
self.gender = "M"

Srid = Person("Srid Nath", "M", "180cm")

~~self.NAME~~