## Programming Skills -Python

Learn the basics of Python Programming

#### Day-8

### Introduction to OOP

#### Agenda

#### 8.1. Brief Recap

A brief recap of what we discussed yesterday.

#### 8.2. What is OOP

Defining and understanding Object Oriented Programming.

#### 8.3. Classes

Defining and understanding what a class is.

#### 8.4. Objects

Defining and understanding what objects are.

#### Agenda

8.5. Attributes and Methods

Learn more about attributes and methods.

8.6. The \_\_init\_\_ Method

Learn and understand what this method does.

8.7. Putting it all together

Learning with examples.

### 8.1. Brief Recap

# 8.2. What is Object-Oriented Programming?

# Object-Oriented Programming

A programming paradigm based on the concept of "objects". It defines and uses concepts like classes, objects, methods, and attributes.

### 8.3. Classes

#### Classes

A class is a blueprint for creating objects.

If a cake is an object, its recipe would be the blueprint.

```
Syntax:
class ClassName:
# class body
```

# 8.4. Objects

#### Objects

An object is an instance of a class.

If Car is a class, then Nano is an object.

Syntax:

nano = Car()

# 8.5. Attributes and Methods

#### Attributes

Characteristics or properties of an object. A Car class might have attributes like color, model, or year.

```
class Car:
    def __init__(self, color, model):
        self.color = color
        self.model = model
```

#### Methods

Functions that belong to a class.

```
class Car:
   def drive(self):
    print("The car is driving.")
```

### 8.6. The \_\_init\_\_ Method

\_\_init\_\_

Initializes object attributes, called automatically when an object is created.

```
class Car:
   def __init__(self, color):
     self.color = color
```

### 8.7. Putting it all together

#### Example

```
class Car:
    def __init__(self, color):
        self.color = color

    def drive(self):
        print(f"The {self.color}
        car is driving.")

my_car = Car("red")
my_car.drive()
```

## Q&A

### Thank You!