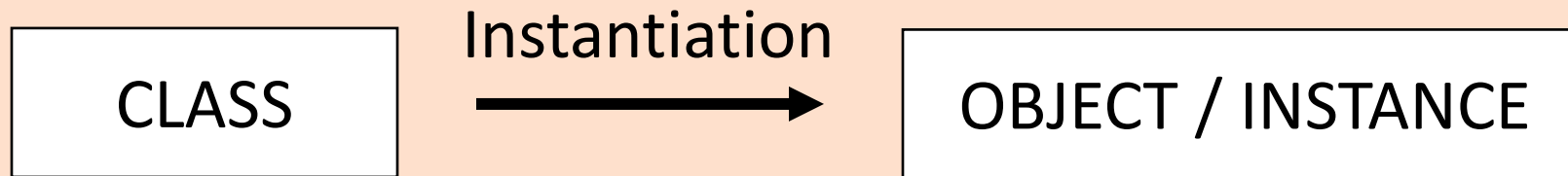




PYTHON WORKSHOP 4

Classes & Objects

CLASSES & OBJECTS



- A Blueprint or mold
- A data type

- Burger
- University

- An variable created with the design of the class

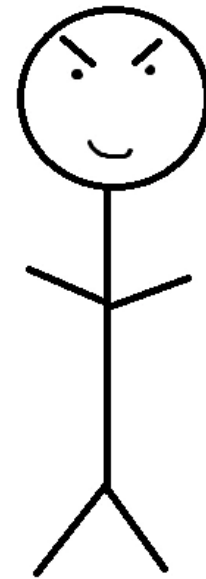
- Cheeseburger
- SUTD

MORE EXAMPLES

- The titanic is an instance of the class ship.
- John is an instance of the class boy.
- Can you think of some instances of the class country?

ATTRIBUTES

- Class: Stickman
- Variables of the class
- Height – `Stickman.height`
- Weight – `Stickman.weight`
- Arm Length
- Leg length
- Emotion



METHODS

- Class functions
- Run: `Stickman.run()`
- Jump: `Stickman.jump()`

