Classes and Objects

Notes

* Class: programmer-defined type
* Multiple ways to represent points
  + Store coordinates separately
  + Store coordinates as elements in a list
  + Create a new point as objects (most complicated option)
* Creating a new object is called instantiation
  + Object is an instance of the class
* Instance and object are interchangeable
* Values can be assigned to an instance with dot notation
* Elements are called attributes
* Functions can return instances
* The state of an object can be changed by making an assignment to one of the attributes
* Objects are mutable
* Copying an object is another method to aliasing