Lecture

Modify Instance Attributes





1

```
class House:

def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):
    self.price = price
    self.square_feet = square_feet
    self.num_bedrooms = num_bedrooms
    self.num_bathrooms = num_bathrooms
```





1

```
class House:

def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):
    self.price = price
    self.square_feet = square_feet
    self.num_bedrooms = num_bedrooms
    self.num_bathrooms = num_bathrooms
```

2

```
my_house = House(50000, 2100, 4, 3)
```



1

```
class House:

def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):
    self.price = price
    self.square_feet = square_feet
    self.num_bedrooms = num_bedrooms
    self.num_bathrooms = num_bathrooms
```

my_house = House(50000, 2100, 4, 3)

3

Update the Values?



1

```
class House:

def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):
    self.price = price
    self.square_feet = square_feet
    self.num_bedrooms = num_bedrooms
    self.num_bathrooms = num_bathrooms
```

2

```
my_house = House(50000, 2100, 4, 3)
```

3

Update the Values?



<variable>.<instance_attribute> = <new_value>



```
<variable>.<instance_attribute> = <new_value>
```



<variable>!<instance_attribute> = <new_value>



```
<variable>.<instance_attribute> = <new_value>
```



<variable>.<instance_attribute> = <new_value>



<variable>.<instance_attribute> = <new_value>



```
my_house = House(50000, 2100, 4, 3)
```



my_house.price = 55000



```
my_house = House(50000, 2100, 4, 3)

my_house = Price = 55000
```



```
my_house = House(50000, 2100, 4, 3)
my_house:price = 55000
```



```
my_house = House(50000, 2100, 4, 3)
my_house.price = 55000
```



```
my_house = House(50000, 2100, 4, 3)
my_house.price = 55000
```



```
my_house = House(50000, 2100, 4, 3)

my_house.price = 55000
```

Outside the class

```
<variable>.<instance_attribute> = <new_value>
```

Inside the class

```
self.<instance_attribute> = <new_value>
```

Inside the class

```
self.<instance_attribute> = <new_value>
```



