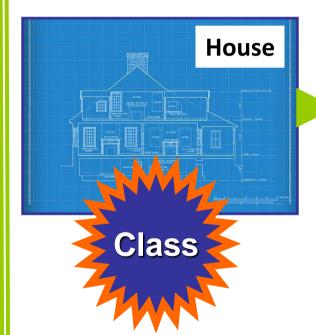
Lecture

Create Instances





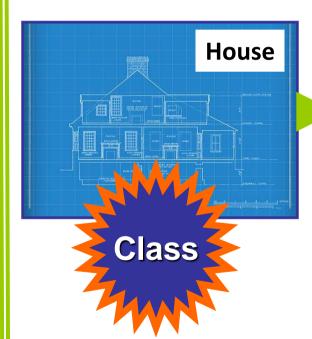




Instance









Instance









```
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
```



```
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
```

Python OOP – Object Oriented Programming for Beginners

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



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

Variable that you can use to refer to the instance





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





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

Class Name



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



```
my_{house} = House(50000, 2100, 4, 3)
```

Arguments



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

Arguments





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

Arguments



```
class House:
    def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):

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

```
class House:
    def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):

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

In the same order





Mention that self is passed automaticallt When you create an instance with a reference to That newly created instance

```
class House:
   def __init__(self, price, square_feet, num_bedrooms, num_bathrooms):
my house = House(50000, 2100, 4, 3)
```

self is "skipped"

```
<Variable> = <ClassName>(<Arguments>)
```



