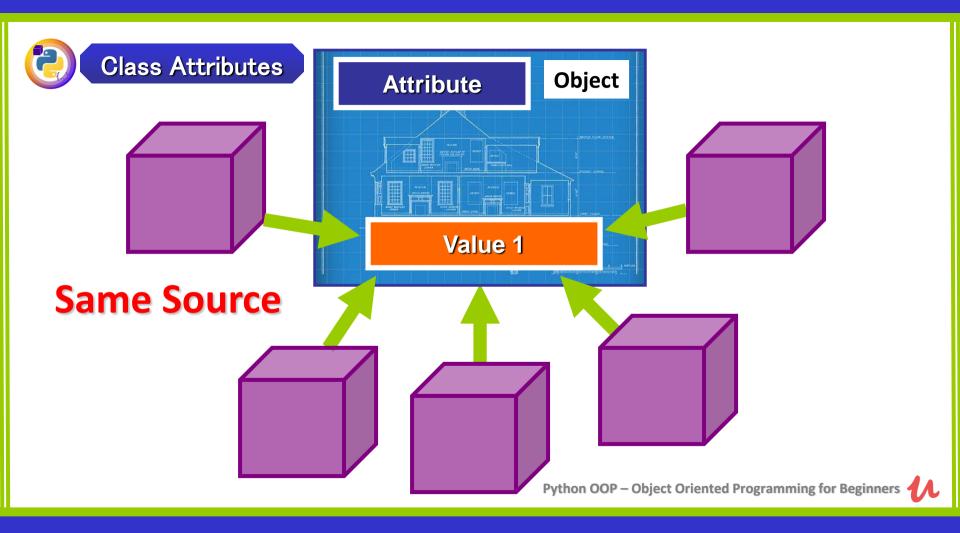
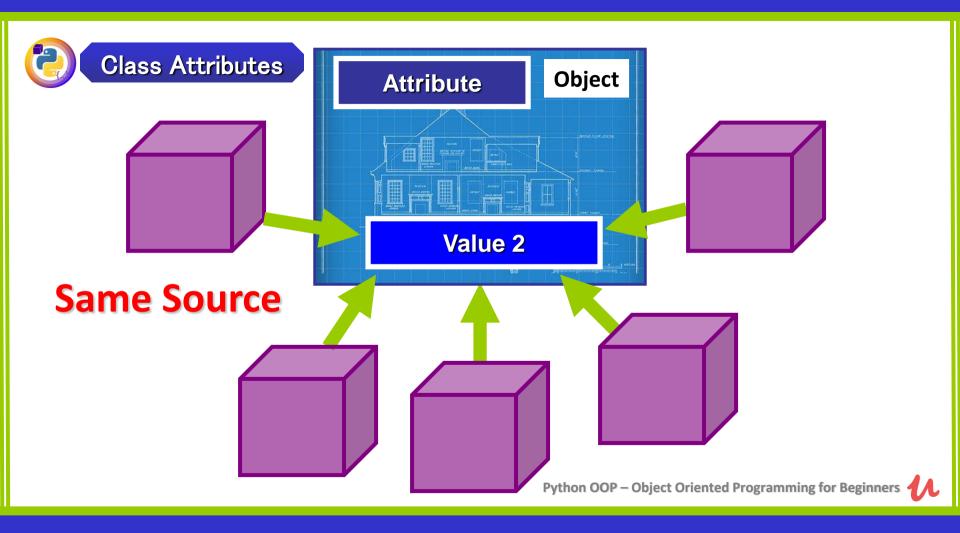
Lecture







```
<class_name>.<class_attribute> = <value>
```



```
<class_name><mark>.<</mark>class_attribute> = <value>
```



```
<class_name>:<class_attribute> = <value>
```



```
<class_name>.<class_attribute> = <value>
```



```
<class_name>.<class_attribute> = <value>
```



```
inft_num_lives = 5

inft_num_lives = 5

inft_(self, x_coord, y_coord, speed):
    self.x_coord = x_coord
    self.y_coord = y_coord
    self.speed = speed
```

```
Enemy.init_num_lives = 10
```



```
class Enemy:
   init_num_lives = 5

def __init__(self, x_coord, y_coord, speed):
        self.x_coord = x_coord
        self.y_coord = y_coord
        self.speed = speed
```

```
Enemy.init_num_lives = 10
```



```
class Enemy:
    init_num_lives = 5

    def __init__(se_f, x_coord, y_coord, speed):
        self.x_coord = x_coord
        self.y_coord
        self.speed = speed
```

```
Enemy.init_num_lives = 10
```



```
class Enemy:
   init_num_lives = 5

def __init__(self, x_coord, y_coord, speed):
        self.x_coord = x_coord
        self.y_coord = y_coord
        self.speed = speed
```

```
Enemy.init_num_lives = 10
```



## **Outside** the class

```
<class_name>.<class_attribute> = <value>
```

# Inside the class

```
<class_name>.<class_attribute> = <value>
```



