



Python Objects and Classes

Estimated time needed: 10 minutes

Objectives

In this reading, you will learn about:

- Fundamental concepts of Python objects and classes.
- Structure of classes and object code.
- Real-world examples related to objects and classes.

Introduction to classes and object

Python is an object-oriented programming (OOP) language that uses a paradigm centered around objects and classes.

Let's look at these fundamental concepts.

Classes

A class is a blueprint or template for creating objects. It defines the structure and behavior that its objects will have.

Think of a class as a cookie cutter and objects as the cookies cut from that template.

In Python, you can create classes using the `class` keyword.

Creating classes

When you create a class, you specify the **attributes**(data) and **methods** (functions) that objects of that class will have. Attributes are defined as variables within the class, and methods are defined as functions.

For example, you can design a "Car" class with attributes such as "color" and "speed," along with methods like "accelerate."

Objects

An *object* is a fundamental unit in Python that represents a real-world entity or concept. Objects can be tangible (like a car) or abstract (like a student's grade).

Every object has two main characteristics:

State

The *attributes or data* that describe the object. For your "Car" object, this might include attributes like "color", "speed", and "fuel level".

Behavior

The *actions or methods* that the object can perform. In Python, methods are functions that belong to objects and can change the object's state or perform specific operations.

Instantiating objects

- Once you've defined a class, you can create individual objects (instances) based on that class.
- Each object is independent and has its own set of attributes and methods.
- To create an object, you use the class name followed by parentheses, so: `my_car = Car()`

Interacting with objects

You interact with objects by calling their methods or accessing their attributes using dot notation.

For example, if you have a Car object named `my_car`, you can set its color with `my_car.color = "blue"` and accelerate it with `my_car.accelerate()` if there's an accelerate method defined in the class.

Structure of classes and object code

Please don't directly copy and use this code because it is a template for explanation and not for specific results.

Class declaration (class ClassName)

- The `class` keyword is used to declare a class in Python.
- `ClassName` is the name of the class, typically following CamelCase naming conventions.

```
1. 1
1. class ClassName:
```

Copied!

Class attributes (class_attribute = value)

- Class attributes are variables shared among all class instances (objects).
- They are defined within the class but outside of any methods.

```
1. 1
2. 2
3. 3

1. class ClassName:
2.     # Class attributes (shared by all instances)
3.     class_attribute = value
```

Copied!

Constructor method (def init(self, attribute1, attribute2, ...):)

- The `__init__` method is a special method known as the constructor.
- It initializes the **instance attributes** (also called instance variables) when an object is created.
- The `self` parameter is the first parameter of the constructor, referring to the instance being created.
- **attribute1**, **attribute2**, and so on are parameters passed to the constructor when creating an object.
- Inside the constructor, `self.attribute1`, `self.attribute2`, and so on are used to assign values to instance attributes.

```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8

1. class ClassName:
2.     # Class attributes (shared by all instances)
3.     class_attribute = value
4.
5.     # Constructor method (initialize instance attributes)
6.     def __init__(self, attribute1, attribute2, ...):
7.         pass
8.         # ...
```

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Instance attributes (self.attribute1 = attribute1)

- Instance attributes are variables that store data specific to each class instance.
- They are initialized within the `__init__` method using the `self` keyword followed by the attribute name.
- These attributes hold unique data for each object created from the class.

```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9

1. class ClassName:
2.     # Class attributes (shared by all instances)
3.     class_attribute = value
4.
5.     # Constructor method (initialize instance attributes)
6.     def __init__(self, attribute1, attribute2, ...):
7.         self.attribute1 = attribute1
8.         self.attribute2 = attribute2
9.         # ...
```

Copied!

Instance methods (def method1(self, parameter1, parameter2, ...):)

- Instance methods are functions defined within the class.
- They operate on the instance's data (instance attributes) and can perform actions specific to instances.
- The **self** parameter is required in instance methods, allowing them to access instance attributes and call other methods within the class.

```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
```

```

8. 8
9. 9
10. 10
11. 11
12. 12
13. 13
14. 14

1. class ClassName:
2.     # Class attributes (shared by all instances)
3.     class_attribute = value
4.
5.     # Constructor method (initialize instance attributes)
6.     def __init__(self, attribute1, attribute2, ...):
7.         self.attribute1 = attribute1
8.         self.attribute2 = attribute2
9.         # ...
10.
11.     # Instance methods (functions)
12.     def method1(self, parameter1, parameter2, ...):
13.         # Method logic
14.         pass

```

Copied!

Using the same steps you can define multiple instance methods.

```

1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9
10. 10
11. 11
12. 12
13. 13
14. 14
15. 15
16. 16
17. 17
18. 18

1. class ClassName:
2.     # Class attributes (shared by all instances)
3.     class_attribute = value
4.
5.     # Constructor method (initialize instance attributes)
6.     def __init__(self, attribute1, attribute2, ...):
7.         self.attribute1 = attribute1
8.         self.attribute2 = attribute2
9.         # ...
10.
11.     # Instance methods (functions)
12.     def method1(self, parameter1, parameter2, ...):
13.         # Method logic
14.         pass
15.
16.     def method2(self, parameter1, parameter2, ...):
17.         # Method logic
18.         pass

```

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Note: Now, you have successfully created a dummy class.

Creating objects (Instances)

- To create objects (instances) of the class, you call the class like a function and provide arguments the constructor requires.
- Each object is a distinct instance of the class, with its own instance attributes and the ability to call methods defined in the class.

```

1. 1
2. 2
3. 3

1. # Create objects (instances) of the class
2. object1 = ClassName(arg1, arg2, ...)
3. object2 = ClassName(arg1, arg2, ...)

```

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Calling methods on objects

- In this section, you will call methods on objects, specifically `object1` and `object2`.
- The methods `method1` and `method2` are defined in the `ClassName` **class**, and you're calling them on **object1** and **object2** respectively.
- You pass values `param1_value` and `param2_value` as arguments to these methods. These arguments are used within the method's logic.

Method 1: Using dot notation

- This is the most straightforward way to call an object's method. In this, use the dot notation (**object.method()**) to invoke the method on the object directly.
- For example, `result1 = object1.method1(param1_value, param2_value, ...)` calls `method1` on `object1`.

```
1. 1
2. 2
3. 3
4. 4

1. # Calling methods on objects
2. # Method 1: Using dot notation
3. result1 = object1.method1(param1_value, param2_value, ...)
4. result2 = object2.method2(param1_value, param2_value, ...)
```

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Method 2: Assigning object methods to variables

- Here's an alternative way to call an object's method by assigning the method reference to a variable.
- `method_reference = object1.method1` assigns the method **method1** of **object1** to the variable **method_reference**.
- Later, call the method using the variable like this: **result3 = method_reference(param1_value, param2_value, ...)**.

```
1. 1
2. 2
3. 3

1. # Method 2: Assigning object methods to variables
2. method_reference = object1.method1 # Assign the method to a variable
3. result3 = method_reference(param1_value, param2_value, ...)
```

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Accessing object attributes

- Here, you are accessing an object's attribute using dot notation.
- `attribute_value = object1.attribute1` retrieves the value of the attribute **attribute1** from **object1** and assigns it to the variable **attribute_value**.

```
1. 1
2. 2

1. # Accessing object attributes
2. attribute_value = object1.attribute1 # Access the attribute using dot notation
```

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Modifying object attributes

- You will modify an object's attribute using dot notation.
- `object1.attribute2 = new_value` sets the attribute **attribute2** of **object1** to the new value **new_value**.

```
1. 1
2. 2

1. # Modifying object attributes
2. object1.attribute2 = new_value # Change the value of an attribute using dot notation
```

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Accessing class attributes (shared by all instances)

- Finally, access a class attribute shared by all class instances.
- `class_attr_value = ClassName.class_attribute` accesses the class attribute `class_attribute` from the `ClassName` class and assigns its value to the variable `class_attr_value`.

```
1. 1
2. 2

1. # Accessing class attributes (shared by all instances)
2. class_attr_value = ClassName.class_attribute
```

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Real-world example

Let's write a python program that simulates a simple car class, allowing you to create car instances, accelerate them, and display their current speeds.

- Let's start by defining a `Car` class that includes the following attributes and methods:
 - Class attribute `max_speed`, which is set to **120 km/h**.
 - Constructor method `__init__` that takes parameters for the **car's make, model, color, and an optional speed (defaulting to 0)**. This method initializes instance attributes for `make`, `model`, `color`, and `speed`.
 - Method `accelerate(self, acceleration)` that allows the car to accelerate. If the acceleration does not exceed the `max_speed`, update the **car's speed** attribute. Otherwise, set the speed to the **max_speed**.
 - Method `get_speed(self)` that returns the current speed of the car.

```

1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9
10. 10
11. 11
12. 12
13. 13
14. 14
15. 15
16. 16
17. 17
18. 18
19. 19
20. 20
21. 21

1. class Car:
2.     # Class attribute (shared by all instances)
3.     max_speed = 120 # Maximum speed in km/h
4.
5.     # Constructor method (initialize instance attributes)
6.     def __init__(self, make, model, color, speed=0):
7.         self.make = make
8.         self.model = model
9.         self.color = color
10.        self.speed = speed # Initial speed is set to 0
11.
12.        # Method for accelerating the car
13.        def accelerate(self, acceleration):
14.            if self.speed + acceleration <= Car.max_speed:
15.                self.speed += acceleration
16.            else:
17.                self.speed = Car.max_speed
18.
19.        # Method to get the current speed of the car
20.        def get_speed(self):
21.            return self.speed

```

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2. Now, you will instantiate two objects of the Car class, each with the following characteristics:

- car1: **Make = "Toyota", Model = "Camry", Color = "Blue"**
- car2: **Make = "Honda", Model = "Civic", Color = "Red"**

```

1. 1
2. 2
3. 3

1. # Create objects (instances) of the Car class
2. car1 = Car("Toyota", "Camry", "Blue")
3. car2 = Car("Honda", "Civic", "Red")

```

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3. Using the accelerate method, you will increase the speed of car1 by 30 km/h and car2 by 20 km/h.

```

1. 1
2. 2
3. 3

1. # Accelerate the cars
2. car1.accelerate(30)
3. car2.accelerate(20)

```

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4. Lastly, you will display the current speed of each car by utilizing the get_speed method.

```

1. 1
2. 2
3. 3

1. # Print the current speeds of the cars
2. print(f"{car1.make} {car1.model} is currently at {car1.get_speed()} km/h.")
3. print(f"{car2.make} {car2.model} is currently at {car2.get_speed()} km/h.")

```

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Next steps

In conclusion, this reading provides a fundamental understanding of objects and classes in Python, essential concepts in object-oriented programming. Classes serve as blueprints for creating objects, encapsulating data attributes and methods. Objects represent real-world entities and possess their unique state and behavior. The structured code example presented in the reading outlines the key elements of a class, including class attributes, the constructor method for initializing instance attributes, and instance methods for defining object-specific functionality.

In the upcoming laboratory session, you can apply the concepts of objects and classes to gain hands-on experience.

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