



[Hindi] Instance and Class Variables | Object Oriented Programming Using Python Tutorial #3



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Instance and Class Variables

In the previous article, we have discussed Classes, objects, and constructors. In this article, we are going to study Instance and class variables. Take a look at the code given below:

```
class Employee:
    def __init__(self, fname, lname, salary):
        self.fname=fname
        self.lname=lname
        self.salary=salary
```

```
# Initializing the object
harry = Employee("harry", "jackson", 4400)
rohan = Employee("rohan", "das", 4400)
```

```
print(harry.fname, rohan.fname)
```

- Here rohan and harry are the object of class Employee with attributes such as fname, lname, and salary.
- These mentioned attributes are associated with the particular object and may differ in their properties.
- But, there are many attributes which are common for all the object of the class—Eg. salary increment, total holidays, total annual raise, etc.

To deal with this situation, a **class variable** is taken into consideration.

Class variable :

Suppose we want to increase the salary of all the Employees of the class.

1. We will create a method which will increase the salary of all the Employees.
2. Let the method name be *increase*.

```
def increase(self):  
    pass
```

3. Let *increment* be the name of the variable which is responsible for the change in salary.

```
increment = 1.5
```

4. Why Self?

Here, You might be thinking about why the *self* is used, or the *self* is passed as a parameter to the function: Just remember, the *Self* is the object. In class, everything is associated with the instance variable, i.e., Object. Here, *self* represents the instance of the Class. Take a look at the example given below to get a better understanding:

```
harry.increase()
```

In the above code, the *increase()* function is called on the *harry* object. Note that we have not passed any arguments in the method call, but by default, *self* is passed, and *self* means the object itself, i.e., *harry*. Now, let's see what happens if we do not pass *self* as an argument to the function.

```
def increase():  
    pass
```

```
harry.increase()
```

The above code will prompt the following error:

```
TypeError: increase() takes 0 positional arguments but 1 was given
```

When we call any method inside a class, `self` is passed as the default argument. But, in the `increase()` function, we have not accepted `self` as an argument. Function `increase()` takes 0 argument means we have not provided any arguments, but while function call, `self` is passed by default. Now, let's get back to the `increase()` function, which will help us to increase the salary of the employees. There are 2 ways to work with the `increase` method and increment variable.

a. With the help of instance:

```
self.salary = self.salary * self.increment
```

b. With class :

```
def __init__(self, fname, lname, salary):
    self.fname=fname
    self.lname=lname
    self.salary=salary
    self.incriment=1.4 #instance variable

self.salary = self.salary * Employee.increment
```

Variable `Self.salary` will not search for increment in the instance and will directly use the increment of `Employee` class. Now, let's create one more class variable, which will increase the total number of employees by 1 when a new employee is added to the `Employee` class, or a new object is created.

```
class Employee:

    increment = 1.5
    no_of_employe= 0 #Initilizing the varaible with 0
    def __init__(self, fname, lname, salary):
        self.fname=fname
```

```
self.lname=lname
self.salary=salary
self.increment=1.4
Employee.no_of_employe +=1 #incrementing values
```

```
def increase(self):
    self.salary = int(self.salary * Employee.increment)
```

Object creation :

```
print(Employee.no_of_employe) #Till now, no object is created, so 0 will be printed
harry = Employee("harry","jackson",4400) #one object created, value of no_of_employe will be incremented by 1.
print(Employee.no_of_employe) #1 will be printed
rohan = Employee("rohan","das",4400) #second object created
print(Employee.no_of_employe) #2 will be printed
```

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Output :

```
0
1
2
```

So, this is all for this tutorial. I hope you've enjoyed the tutorial, and all the concepts discussed in the article are crystal clear to you. In the next article, we will study class methods. Till then, keep coding!

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