

# INTRODUCTION TO PYTHON

- Lec 4 Object Oriented (OOP)

# TOPICS

- classes and objects (definition)
- Creating Class and Object in Python
- instance methods
- inheritance
- more...



# classes and objects (definition)

- Ref
- Class
  - A class is a blueprint for the object.
  - A “parrot” class will contains all the details about the parrot:
    - name, colors, size etc.
    - Based on these descriptions, we can study about the parrot. Here, a Parrot is a class.
  - class Parrot:
  - pass



# classes and objects (definition)

- Object
  - An object (instance) is an instantiation of a class. When class is defined, only the description for the object is defined. Therefore, no memory or storage is allocated.
  - 
  - The example for object of parrot class can be:
  - `obj = Parrot()`



# Creating Class and Object in Python

```
class Parrot:
    # class attribute
    species = "bird"

    # instance attribute
    def __init__(self, name, age):
        self.name = name
        self.age = age

# instantiate the Parrot class
blu = Parrot("Blu", 10)
woo = Parrot("Woo", 15)

# access the class attributes
print("Blu is a {}".format(blu.__class__.species))
print("Woo is also a {}".format(woo.__class__.species))

# access the instance attributes
print("{} is {} years old".format( blu.name, blu.age))
print("{} is {} years old".format( woo.name, woo.age))
```



# Creating Instance Methods in class

```
class Parrot:

    # instance attributes
    def __init__(self, name, age):
        self.name = name
        self.age = age

    # instance method
    def sing(self, song):
        return "{} sings {}".format(self.name, song)

    def dance(self):
        return "{} is now dancing".format(self.name)

# instantiate the object
blu = Parrot("Blu", 10)

# call our instance methods
print(blu.sing("Happy"))
print(blu.dance())
```



## \_\_init\_\_() Function

Most classes (and object) have an initialization function. This is **automatically** run when we **create an instance of the class**. To define the initialization routine, we name it `__init__(self, param)`

```
def __init__(self, name, age):  
    self.name = name  
    self.age = age
```

## self Parameter

- The word “self” refers to the fact that we are using a variable or function within the specific instance of the class or object.
- The self parameter is a reference to the current instance of the class, and is used to access variables that belong to the class.



# Use of Inheritance in Python

*# parent class*  
*class Bird:*

*def \_\_init\_\_(self):*  
 *print("Bird is ready")*

*def whoisThis(self):*  
 *print("Bird")*

*def swim(self):*  
 *print("Swim faster")*

*def fly(self):*  
 *print('Yes, can fly')*

*# child class*  
*class Penguin(Bird):*

*def \_\_init\_\_(self):*  
 *# call super() function*  
 *super().\_\_init\_\_()*  
 *print("Penguin is ready")*

*def whoisThis(self):*  
 *print("Penguin")*

*def run(self):*  
 *print("Run faster")*

*def fly(self):*  
 *super().fly()*  
 *print("But very limited -*  
*almost never")*

*# test*

*peggy = Penguin()*  
*peggy.whoisThis()*  
*peggy.swim()*  
*peggy.run()*  
*peggy.fly()*





# More on OOP

[Python - Object Oriented - tutorialspoint](#): Deeper intro to OOP - beyond what is needed for the course. Highly recommended:

- Optional class documentation string
- Built-In Class Attributes: `__dict__`, `__doc__`, `__name__`, `__module__`, `__bases__`
- multiple inheritance: *`class C(A, B):` # subclass of A and B*
- Overriding Methods
- Base Overloading Methods

[Official Python Reference](#)



# Exercises on OOP

HackerRank: <https://docs.python.org/3/tutorial/classes.html>

Python Practice Book:  
[https://anandology.com/python-practice-book/object\\_oriented\\_programming.html](https://anandology.com/python-practice-book/object_oriented_programming.html)

[Python Practice](#)



Thank  
You

