



# Cheat Sheet

## Classes and Objects

### Attributes of an Object

Attributes can be set or accessed using

- . (dot) character.

#### Code

PYTHON

```
1 class Mobile:
2     def __init__(self, model, storage):
3         self.model = model
4         self.storage = storage
5
6
7 obj = Mobile("iPhone 12 Pro", "128GB")
8 print(obj.model)
```

#### Output

```
iPhone 12 Pro
```

### Accessing in Other Methods

We can also access and update properties in other methods.

#### Code

PYTHON

```
1 class Mobile:
2     def __init__(self, model):
3         self.model = model
4
5     def get_model(self):
```

```
6         print(self.model)
7
8
9  obj_1 = Mobile("iPhone 12 Pro")
10 obj_1.get_model()
```

## Output

```
iPhone 12 Pro
```

## Updating Attributes

It is recommended to update attributes through methods.

## Code

```
1 class Mobile:
2     def __init__(self, model):
3         self.model = model
4
5     def update_model(self, model):
6         self.model = model
7
8
9  obj_1 = Mobile("iPhone 12")
10 print(obj_1.model)
```

PYTHON



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## Output

```
iPhone 12
iPhone 12 Pro
```

## Modeling Class

Let's model the scenario of shopping cart of ecommerce site.

## The features a cart should have

- can add an item
- can remove an item from cart
- update quantity of an item
- to show list of items in cart
- to show total price for the items in the cart

## Code

```
1 class Cart:
2     def __init__(self):
3         self.items = {}
4         self.price_details = {"book": 500, "laptop": 30000}
5
6     def add_item(self, item_name, quantity):
7         self.items[item_name] = quantity
8
9     def remove_item(self, item_name):
10        del self.items[item_name]
```

PYTHON

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## Output

```
31500
['book']
1000
```

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