



Get Programming: Learn to code with Python

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Lesson 30. Making your own object types

**Unit 7. Making your own object types by using object-oriented programming**

In the previous units, you used various Python object types. You wrote programs that created multiple objects of different, and of the same, types. Your objects interacted with each other to exchange information and work together to achieve a certain task.

In this unit, you'll learn how to make your own object types. An object is defined by two attributes: a set of properties and a set of behaviors. For example, an integer has one property, a whole number. An integer's set of behaviors is all the operations you can do on an integer (add, subtract, take the absolute value, and so forth). Object types offer programmers a way to package properties and behaviors together and allow you to create objects of your own custom type to use in your programs.

In the capstone project, you'll write a program that simulates playing a card game, War. It's a two-player game using one deck of cards. Every player takes turns flipping a card; the one with the higher card wins and gives their card to the other player. The game ends when the deck has no more cards. You'll create two new object types, one to represent a player playing the game and one to represent a card deck. You'll decide what properties and what behaviors each object type will have, and then you'll use your object types to play the game.

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