## 分析一个水杯的属性和功能，使用类描述并创建对象

高度，容积，颜色，材质

能存放液体

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class WaterGlass:  
 high = 0  
 volume = 0  
 color = **""** TheMaterial = **""** liquid = **""**class Liquid:  
 liquid = **""** liquid1 = **""**add = Liquid()  
add.liquid = **"水"**add.liquid1 = **"牛奶"**w = WaterGlass()  
w.high = 5  
w.volume = 10  
w.color = **"红色"**w.TheMaterial = **"木材"**w.liquid = add  
print(**"水杯的高度为:"**,w.high,**"米，容积为:"**,w.volume,**"升，颜色为："**,w.color,**"材质为："**,w.TheMaterial,**"可以装的液体分别是："**,w.liquid.liquid,**"和"**,w.liquid.liquid1)

## 有笔记本电脑（屏幕大小，价格，cpu型号，内存大小，待机时长），行为（打字，打游戏，看视频）

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class NotebookComputer:  
 size = 0  
 price = **""** cpuModel = **""** memory = 0  
 hour = 0  
 brand = **""** typing = **""** game = **""** tv = **""** def behavior(self):  
 print(self.brand,**"品牌电脑"**,self.typing,**"，"**,self.game,**"，"**,self.tv,**"。"**)  
  
c = NotebookComputer()  
c.size = 5  
c.price = **"6000元"**c.cpuModel = **"赛扬"**c.memory = 200  
c.hour = 3  
c.typing =**"正在打字"**c.game = **"可以用来打游戏"**c.tv =**"打完游戏看电视"**c.brand = **"华为"***#行为*c.behavior()

### 先构思面向对象版的中国工商银行系统