OOPs in Python

<u>Methods</u>: Methods are the function that are defined inside a class.

- Creating and work with methods in Python is the same way that you do functions, except that methods are always associated with a class.
- We can create two kinds of methods: those associated with the class itself and those associated with an instance of a class.

<u>Creating a Class Method</u>: A class method is one that you execute directly from the class without creating an instance of the class.

• To create methods that execute from the class, such as the functions you used with the str class in order to modify strings.

Example:

class Myclass:

def One():

print ("Welcome to Digital Lync")

Myclass.One()

- Example class contains a single defined attribute, One().
- This cannot accept any arguments and does not return any values.
- Notice that here we haven't created any instance to class as methods is available for use.

Output:

Welcome to Digital Lync

<u>Creating Instance Method</u>: An instance method is one that is part of the individual instances.

• Instance methods are used to manipulate the data that the class manages.

- Instance methods cannot be used until we instantiate an object from the class.
 - · All instance methods accept a single argument as a minimum (self).
- The self argument points at the particular instance that the application is using to manipulate data.
- Without the self argument, the method wouldn't know which instance data to use. However, self isn't considered an accessible argument the value for self is supplied by Python, and you can't change it as part of calling the method.

Example:

• Above example will return a error as "TypeError: One() takes 0 positional arguments but 1 was given".

I.One()

• To overcome this error just provide built-in self argument in the One method.

def One(self):

Output:

Welcome to Digital Lync

By using Return: We can use return for getting the output from the class.

Example:

class Myclass:

```
def One(self):
    return ("Welcome to Digital Lync")

I = Myclass()
print(I.One())
```

Ouput: Welcome to Digital Lync

<u>Static Methods</u>: The method was marked with a @staticmethod decorator to make it as a static method.

- This type of method will not take self argument and class arguments.
- A static method can neither modify object state nor class state. Static methods are restricted in what data they can access – and they're primarily a way to namespace your methods.

Example:

Output:

class Myclass:
 @staticmethod
 def staticmethod():
 return ("This is a static method")
obj = Myclass()
print(obj.staticmethod())

This is a static method

- This is a static method which work fine in class without passing class arguments and self argument.
- Let us discuss another example which works on three different methods.

Example:

```
class Myclass:
    def method(self):
        return "instance method called",self
    @classmethod
    def classmethod(cls):
        return "class method called",cls
        @staticmethod
        def staticmethod():
            return "This is a static method"

obj = Myclass()
print(obj.method())
print(obj.classmethod())
print(obj.staticmethod())
```

- @static method and @class method decorators are available in python 2.4 for those using python2.x version.
 - · Calling these method is also same as normal calling.

Output:

```
('instance method called', < __main__.Myclass object at 0x00000175A955C4E0>)

('class method called', <class '__main__.Myclass'>)
```

This is a static method

· Another way through which we can call these methods is:

print(obj.classmethod())

Output:

```
print(obj.staticmethod())
print(obj.method())

('class method called', <class '__main__.Myclass'>)
This is a static method
```

Traceback (most recent call last):

File "classes.py", line 26, in <module>

print(Myclass.method())

TypeError: method() missing 1 required positional argument:

'self'

· Here it will give error at obj.method() because as we specified and argument (self) then it consider it as an argument and return an error to enter the value.