

CLASS : Blue print of an object.

- ↳ Property
- ↳ Behaviour
- ↳ variables
- ↳ methods.

\* I/P - class human:

```
def __init__(self, n, a, g):
```

```
    self.name = n
```

```
    self.age = a
```

```
    self.gender = g
```

```
def drive(self):
```

```
    print("Driving a car")
```

```
Pavani = human("pavani", 24, "Female")
```

```
Pavani.drive()
```

O/P - Driving a car

(84) pavani = human("pavani", 24, "Female")

pavani.age()

O/P - 24

pavani = human("pavani", 24, "Female")

pavani.gender()

O/P - Female.

PASS : It is used as a placeholder for future code.

When the pass statement is executed, nothing happens, but we avoid getting an error when empty code is not allowed.

Empty code is not allowed in loops, functions, definitions, class definitions, or in if statements.

SYNTAX : def myfunction:

pass

I/P -  $a = 33$

(85)

$b = 200$

if  $b > a$ :

pass.

O/P -



OBJECT CREATION:

my\_ref\_var = Myfirstclass()

I/P - class car:

def \_\_init\_\_(self, b, m, c, d, f):

self.brand = b

self.model = m

self.color = c

self.doors = d

self.fuel-type = f

def update\_color(self, c):

self.color = c

def update\_fuel-type(self, f)

if (self.fuel-type == "petrol")

```

self.fuel-type = f
else:
    print("Exit")

```

```

def display(self):
    print("Brand: " + self.brand)
    print("Model: " + self.model)
    print("Color: " + self.color)
    print("Doors: " + str(self.doors))
    print("Fuel type: " + self.fuel-type)

```

```

maruti800 = car("suzuki", "Maruti800", "white", 4,
                 "diesel")

```

```

maruti800.display()

```

O/P - Brand : suzuki

Model : Maruti800

Color : white

Doors : 4

Fuel type : Diesel

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nano = car('Tata', 'Nano', 'Pale pink', '4', 'petrol')  
nano.display()

O/P - Brand : Tata  
Model : Nano  
color : Pale pink  
Doors : 4  
Fuel type: Petrol

nano.update\_fuel\_type('CNG')

nano.display()

O/P - Brand : Tata

Model : Nano

color : Pale pink

Doors : 4

Fuel type: CNG

I/P - print(type(nano))

O/P - <class '\_\_main\_\_.car'>

I/P - class human:

category = 'Human'

def \_\_init\_\_(self, n, g):

self.name = n

self.gender = g

def drive(self):

x = 10

Print(x)

Print('Drive a car')

In the above example,

↳ Instance variables/object variables are

name, gender

↳ class variable - category

↳ local variable - x, n, g.

Therefore, the overall variables in the above examples is '6'

## LOCAL AND GLOBAL VARIABLES:

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I/P -  $a = 10$  ~~and now output prev3~~

$b = 20$

~~and now print b as it will be at third~~

def abc():

$a = 40$

Print(a)

abc()

Print(a)

O/P - 40

10

In the above example,

↳  $a = 10$  is globally defined function.

↳  $a = 20$  is locally defined function.

I/P -  $a = 10$

$b = 20$

O/P - 10  
10.

def abc():

Print(a)

abc()

Print(a)

## BUILT-IN CLASS ATTRIBUTES:

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Every python class keeps following built-in class attributes and they can be accessed using dot operator like any other attribute.

↳ `_dict_` : Dictionary containing the class's namespace.

↳ `_doc_` : Class documentation string or None, if undefined.

↳ `_name_` : Class name

↳ `_module_` : Module name in which the class is defined.

\*This attribute is "`_main_`" in interactive mode\*

↳ `_bases_` : A possibly empty tuple containing the base classes, in order of their occurrence in

the base class list.

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I/p - pavani - dict -

O/p - { 'age': 24, 'gender': 'Female', 'name':  
'pavani' }

I/p - help(pavani)

O/p - Help on human in module main -  
object:

class human(builtins.object)

Methods defined here:

- init\_(self, n, a, g)

Initialize self. see help(type(self)) for  
accurate signature

drive(self)

Data descriptors defined here:

- dict -

dictionary for instance variables  
(if defined)

- weakref -

list of weak references to the object  
(if defined)

I/P - class test:

(92)

c = 30

def \_\_init\_\_(self):

    self.a = 10

    self.b = 20

t1 = test()

t2 = test()

t3 = test()

} → Each object will  
have a copy of  
instance variable

t1.\_\_dict\_\_

O/P - {'a': 10, 'b': 20}