

# Class

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1. Define a class
2. Create object
3. Create properties
4. Create static and non static function
5. Constructor -----  
    \_\_init\_\_(self,.....)  
    we can have only one init per class  
    if we write more inits then the last init is used , earlier ones are OVERWRITTEN

## 6. Inheritance

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HW -

1. Write a class Library  
    properties - set of bookName  
    functions - showAllBooks , addABook, removeBook  
    function - createDict()---- accept copies for each bookName from user and create the property **bookCopies**  
    property --- create a dictionary , each bookName is the key and the value will be number of copies

Function issueBook() ---- check the dictionary , if book available then true and decrement the count in dictionary

    If the dictionary value is zero then print message -out of stock and  
    return false

Function returnBook() --- increment the value in dictionary

WRITE ---str-- and --init---

User creates a Library object

    Menu

1. Show
2. Add
3. Remove
4. Issue book
5. Return book
6. quit

