

Classes



defined user prototype for an object that defines a set of attributes that characterize any object of the class. The attributes are data members and methods.

defined user prototype for an object that defines a set of attributes that characterize any object of the class. The attributes are data members and methods.

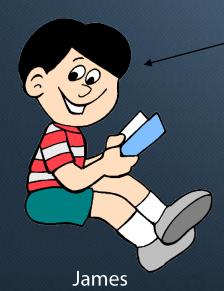
class class_name:
statement1 statement2 statement3 statement4 etc.

EASYLEARNING.GURU

Class: Student

Attributes: Name and Rollno

Methods: setName() and setRollno()



110





142



122

Why Classes are useful?



Multiple instances

 Classes are essentially factories for generating one or more objects. Every time we call a class, we generate a new object.

Customization via Inheritance

 We can extend a class by redefining its attributes outside the class in new components coded as subclasses.

Operator overloading

 Operator overloading allows same operator to have different meaning according to the context.

Hands-On



Class Attributes

1

Data member

A class variable or instance variable that holds data associated with a class and its objects.

Class variable

A variable that is shared by all instances of a class.

Instance Variable

Defined inside a method and belongs only to the current instance of a class.

Class Attributes

2

Method

A special kind of function that is defined in a class definition.

processed

Define a class

>>>class First:
 def setdata(self ,
 value):
 self.data = value
 def getdata(self):
 print self.data

Creating instances of class

Calling methods

```
>>>x.setdata('hello')
>>>y.setdata(21)
>>>x.getdata()
    hello
>>>y.getdata()
21
```

Setting attribute outside class

Hands-On

