

# Object Oriented Programming 101: Classes

The idea of object oriented programming (OOP) is that it makes it easier for you (and especially for others) to design, implement, test, debug and update your code. A key component to learning how to write object oriented code in Python is the use of Classes.

So far, we've actually used various *existing* classes like `int`, `float`, `str`, `list`, `tuple`, `dict` and etc. With this lesson, we will cover how to create your own custom classes.

## 1. Creating a class:

- Python's style guide is to capitalize each word ('BankAccount').
- The `__init__` method is used to initialize various attributes of the object (e.g. a 'Car' object would most likely initialize its make, model, year, etc. `__init__` will automatically execute whenever you create a new instance of a Class.
- Bonus: You can make an attribute *private* by adding two underscores as a prefix (see. `self.__user_id` below)

```
class Account:
    """Account class for maintaining a bank account"""

    def __init__(self, name, balance):
        """Initialize an Account object"""
        self.name = name
        self.balance = balance
        self.__user_id = random.randint(pow(10, 5), pow(10, 8))

    def deposit(self, amount):
        """Deposit money to the account"""
        self.balance += amount

    ...more code (withdraw, log_transactions, etc)
```

## 2. Using a class: An instance of a class turns the object into a 'real' thing.

```
# Create an instance of a class.
# This is called a "constructor expression"
james_account = Account('James Gosling', 20000000)

# Let's deposit some money in there
james_account.deposit(500)
```

```
# Let's withdraw money from the account
james_account.withdraw(1000)

# Let's see James's balance
print(james_account.balance)
```

## 3. Modularity: Classes allow you to modularize your code by using import statements.

```
import Account

guido_account = Account('Guido van Rossum', 10000000)
tim_account = Account('Tim Berners-Lee', 12000000)

...other pieces of code that builds upon the imported Class
```

## 4. Inheritance: Classes can inherit other classes. The inheritor is called "child" class. When a child class is created, it inherits all the attributes / functions / etc of its parent.

- You can add new functions that complement the parent's class, or even override the parent class's functions/attributes.
- **@property:** In short, makes attributes a read-only property, allows you to retrieve the attribute like a property (ie. `self.name`)

```
class SavingsAccount(Account):
    """Initialize a SavingsAccount object"""
    @property
    def interest_rate(self):
        """Return the interest_rate of the account"""
        return 0.00299

    def calc_interest_gain(self):
        """Calculate annual interest rate"""
        interest = self.interest_rate
        return self.balance * interest

yukihiro_account = SavingsAccount('Yukihiro Matsumoto',
15000000)
print(yukihiro_account.interest_rate) ## 0.00299
print(yukihiro_account.calc_interest_gain()) ## 44850.0
```

