Understanding Code Using the yfinance API

```python
!pip install yfinance
import yfinance as yf

ticker = yf.Ticker("AAPL")
apple_info = ticker.info
print(apple_info)
```

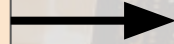# Understanding Code Using the yfinance API


```
!pip install yfinance
import yfinance as yf

ticker = yf.Ticker("AAPL")
apple_info = ticker.info
print(apple_info)
```

What does this mean?!

The Function

| INPUT | → | PROCESS | → | OUTPUT |

**A function
takes an input
and processes it
into an output.**

Understanding Code using the **yfinance** API

```
!pip install yfinance
import yfinance as yf

ticker = yf.Ticker("AAPL")
apple_info = ticker.info
print(apple_info)
```
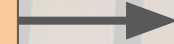
```
yf.Ticker("AAPL")
```

The line of code yf.Ticker("AAPL") returns/creates an object.

Understanding Code using the **yfinance** API

```
yf.Ticker("AAPL")
```

yf
module

Ticker
constructor class

("APPL")
argument

■

The line of code
yf.Ticker("AAPL")
returns/creates an object.

Understanding Code using the **yfinance** API

```
yf.Ticker("AAPL")
```

yf
module

Ticker
constructor class

("APPL")
argument

The line of code
yf.Ticker("AAPL")
creates an object
using the Ticker constructor class, a method
from the yfinance module with the argument APPL.

Understanding Code using the **yfinance** API

```
yf.Ticker("AAPL")
```

yf
module

Ticker
constructor class

("APPL")
argument

The line of code **yf.Ticker("AAPL")**
returns **an object**
which is created using the **Ticker constructor class**
in the **yf module**
which is a **method**
that takes as an **input "APPL".**

Understanding Code using the **yfinance** API

```
yf.Ticker("AAPL")
```

```
apple_info = ticker.info
```

apple_info	=	ticker	.	info
variable		object		method

The line of code
apple_info = ticker.info
creates a **data dictionary**
using the **ticker object**
with the **info method**
and stores it in the **variable apple_info**

The more you code,
The more these concepts will make sense

Concept	Meaning
Word	Definition
Variable	A variable is used to store values.
Values	Values are things like text, numbers, databases, etc.
Function	A function processes an input into an output.
Class	A class is a template for creating objects.
Object	An object is an instance of a class.
Method	A method is a function that belongs to an object.
Constructor	A mathod that creates an object.
Instance	An instance is a clone.
Argument	Arguments are inputs that are processes by functions, methods, and constructors into outputs.
Module	A module is a file that can contain functions, classes, and variables.