

Module 8: OOP

Class:

- ❑ Class is a blueprint for the object.
- ❑ It encapsulates data(variables) & methods (functions) together.

Object

- ❑ Object is called the instance of class.

Encapsulation & Instantiation:

- ❑ Process of creating class is called encapsulation and process of creating object is called instantiation.
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Initializer:

- ❑ Initializer is a special method that is used to initialize the instance variables of a class → `__init__()`
 - ❑ We create instance variables and initialize them in initializer.
 - ❑ The first parameter is self which contains the memory address of the instance.
 - ❑ Class can either have: Default Initializer OR Parameterized Initializer
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Inheritance:

- ❑ Inheritance is the mechanism of deriving one class from another such that the new derived class can inherit all the members of the existing base class.
 - ❑ The syntax of inheritance is:
 - ❑ `class SubClass(SuperClass):`
 - ❑ Advantage of inheritance is reusability and hence more code less time.
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Types of Inheritance:

- ❑ Python supports following type on inheritance :
 - Single
 - Multilevel
 - Hierarchical
 - Hybrid
 - Multiple

Polymorphism:

- ❑ If a variable, object or method exhibits different behavior in different contexts then it is called polymorphism.

Method Overriding:

- ❑ In Method overriding we override the method of super class in the subclass.
- ❑ We do this coz we want to change the functionality for the same method in the subclass.

Operator Overloading:

- ❑ + operator internally calls `__add__()` method.
- ❑ By overriding this method we can make + operator to work with user defined objects also.

Binary Operators:

OPERATOR	MAGIC METHOD
+	<code>__add__(self, other)</code>
-	<code>__sub__(self, other)</code>
*	<code>__mul__(self, other)</code>
/	<code>__truediv__(self, other)</code>
//	<code>__floordiv__(self, other)</code>
%	<code>__mod__(self, other)</code>
**	<code>__pow__(self, other)</code>

Assignment Operators :

OPERATOR	MAGIC METHOD
<code>-=</code>	<code>__isub__(self, other)</code>
<code>+=</code>	<code>__iadd__(self, other)</code>
<code>*=</code>	<code>__imul__(self, other)</code>
<code>/=</code>	<code>__idiv__(self, other)</code>
<code>//=</code>	<code>__ifloordiv__(self, other)</code>
<code>%=</code>	<code>__imod__(self, other)</code>
<code>**=</code>	<code>__ipow__(self, other)</code>

Comparison Operators :

OPERATOR	MAGIC METHOD
<	<code>__lt__(self, other)</code>
>	<code>__gt__(self, other)</code>
<=	<code>__le__(self, other)</code>
>=	<code>__ge__(self, other)</code>
==	<code>__eq__(self, other)</code>
!=	<code>__ne__(self, other)</code>

Unary Operators :

OPERATOR	MAGIC METHOD
-	<code>__neg__(self, other)</code>
+	<code>__pos__(self, other)</code>
~	<code>__invert__(self, other)</code>