

1. A class is the definition of an object. An object is an instance of a class.
2. Member variables represent the state of an object, it is stored in the instanced object.
3. The member variable have the access to the member variables created by the object and always require the self as an argument. It requires self as argument because the program may contain other objects within the same class so that the specific object should be specified.
4. Inheritance points upward, which is IS-A relationship; composition points downward, which is HAS-A relationship.
5. Constructor is a special member function that calls the instantiate the object, which is only called once to create the object.
6. `def __init__(self, <var>, <var>...)`, only once.