MODULE 6

OBJECTS

Objects

The purpose of an object is to model something programmatically. In addition you can use the

class definition as a template to create many instances of an object which can be very useful for

both data manipulation as well as organization/storage.

Syntax

- __init__(self, …)

the init function is what we would call a constructor as it constructs an instance of that object

- self

self is a python specific term that allows an object to reference itself and it's properties

within the init method, "self." followed by a valid variable name will create a property

- __str__(self)

this method is used to define the behavior of the object when it is cast to a string, for example when you call the print() function on the object.

Try it out

Create 3 objects of your choice

each object should

- Have an __init__ method

- Have one additional method or the __str__ method

- At least two properties