

DS2000

3/21 - Tues.

Admin

- Quiz 8 4:30 today → 9:50am Fri
(last quiz!)
- Hw6 due Fri 9pm (waived late penalty)
- Hw7 goes out Fri

Agenda

1. classes & objects
 2. Designing classes
 3. Python
-

1. Classes and Objects

- object-oriented programming
- meant to reflect real life
- Python is an object oriented language
 - ↳ C++, Java also
- Used when
 - working on big code (helps w/ organization)
 - working with others

class - collection of attributes and methods that belong together

attribute - variable attached to a class

method - function attached to a class

object - instantiation of a class