# Python Cheat Sheet - Classes

"A puzzle a day to learn, code, and play" → Visit [finxter.com](http://finxter.com)

<table>
<thead>
<tr>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Classes</strong></td>
<td>A class encapsulates data and functionality - data as attributes, and functionality as methods. It is a blueprint to create concrete instances in the memory.</td>
</tr>
</tbody>
</table>

### Class

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>command(x)</td>
</tr>
<tr>
<td>state</td>
<td>bark(freq)</td>
</tr>
<tr>
<td>color</td>
<td></td>
</tr>
</tbody>
</table>

```python
class Dog:
    """ Blueprint of a dog """

    # class variable shared by all instances
    species = ['canis lupus']

    def __init__(self, name, color):
        self.name = name
        self.state = "sleeping"
        self.color = color

    def command(self, x):
        if x == self.name:
            self.bark(2)
        elif x =="sit":
            self.state ="sit"
        else:
            self.state ="wag tail"

    def bark(self, freq):
        for i in range(freq):
            print("[" + self.name + "]: Woof!")

dello = Dog("bello", "black")
alice = Dog("alice", "white")

print(dello.color)  # black
print(alice.color)  # white
bello.bark(1)  # [bello]: Woof!
alice.command("sit")
print("[alice]: " + alice.state)
# [alice]: sit
bello.command("no")
print("[bello]: " + bello.state)
# [bello]: wag tail
alice.command("alice")
# [alice]: Woof!
# [alice]: Woof!
bello.species += ["wulf"]
print(len(bello.species) == len(alice.species))  # True (!)
```

### Instance

You are an instance of the class human. An instance is a concrete implementation of a class: all attributes of an instance have a fixed value. Your hair is blond, brown, or black - but never unspecified.

Each instance has its own attributes independent of other instances. Yet, class variables are different. These are data values associated with the class, not the instances. Hence, all instance share the same class variable `species` in the example.

```python
Self

The first argument when defining any method is always the `self` argument. This argument specifies the instance on which you call the method.

`self` gives the Python interpreter the information about the concrete instance. To define a method, you use `self` to modify the instance attributes. But to call an instance method, you do not need to specify `self`.

### Creation

You can create classes “on the fly” and use them as logical units to store complex data types.

```python
Creation

class Employee():
    pass
employee = Employee()
employee.salary = 122000
employee.firstname = "alice"
employee.lastname = "wonderland"

print(employee.firstname + " " + employee.lastname + " " + str(employee.salary) + "$")
# alice wonderland 122000$
```