

Introduction to

Programming with Python

Object-Oriented Programming

tuple

classes

docs.python.org/3/tutorial/classes.html

class

objects

attributes

instance variables

methods

instance methods

`__init__`

raise

`__str__`

properties

@property

decorators

`int`

docs.python.org/3/library/functions.html#int

```
class int(x, base=10)
```

str

docs.python.org/3/library/stdtypes.html#str

```
class str(object='')
```

`str.lower()`

```
str.strip([chars])
```


list

docs.python.org/3/library/stdtypes.html#list

docs.python.org/3/tutorial/datastructures.html

```
class list([iterable])
```

```
list.append(x)
```

dict

docs.python.org/3/library/stdtypes.html#dict

class methods

@classmethod

static methods

@staticmethod

inheritance

docs.python.org/3/library/exceptions.html

BaseException

- +-- KeyboardInterrupt

- +-- Exception

 - +-- ArithmeticError

 - | +-- ZeroDivisionError

 - +-- AssertionError

 - +-- AttributeError

 - +-- EOFError

 - +-- ImportError

 - | +-- ModuleNotFoundError

 - +-- LookupError

 - | +-- KeyError

 - +-- NameError

 - +-- SyntaxError

 - | +-- IndentationError

 - +-- ValueError

...

operator overloading

docs.python.org/3/reference/datamodel.html#special-method-names


```
object.__add__(self, other)
```

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