# Python Basics - Object Oriented Programming Cheat Sheet

by Mario (mariofreitas) via cheatography.com/42813/cs/13220/

## Class - Syntax

```
class Dog(object):
        living = True
       age = 0
       def __init __( self, name, sex):
                sel f.name = name
                sel f.sex = sex
       def bark(s elf):
                pri nt( f"{s elf.name} barked !")
luke = Dog('L uke', 'Male')
print( f"Name: {luke.n am e}")
print( f"Sex: {luke.s ex }")
print( f"Li ving: {luke.l iv ing }")
print( f"Age: {luke.a ge }")
luke.b ark()
```

Name: Luke
Sex: Male
Living: True
Age: 0
Luke barked!

## Class - Magic Methods

| | |
|---|---|
| `__init __( self, other)` | Overrides object creation method |
| `__repr __( self)` | Overrides object string representation |
| `__add_ _(self, other)` | Overrides **+** operator |
| `__sub_ _(self, other)` | Overrides **-** operator |
| `__mul_ _(self, other)` | Overrides ***** operator |
| `__floo rdi v__ (self, other)` | Overrides **//** operator |
| `__true div __( self, other)` | Overrides **/** operator |
| `__mod_ _(self, other)` | Overrides **%** operator |
| `__pow_ _(self, other[, modulo])` | Overrides ****** operator |
| `__lt__ (self, other)` | Overrides **<** comparison operator |
| `__le__ (self, other)` | Overrides **<=** comparison operator |
| `__eq__ (self, other)` | Overrides **==** comparison operator |

## Class - Magic Methods (cont)

| | |
|---|---|
| `__ne__ (self, other)` | Overrides **!=** comparison operator |
| `__ge__ (self, other)` | Overrides **>=** comparison operator |
| `__gt__ (self, other)` | Overrides **>** comparison operator |
| `__call __( self[, args...])` | Overrides **( )** operator |
| `__int_ _(self)` | Overrides **int()** method |
| `__floa t__ (self)` | Overrides **float()** method |
| `__str_ _(self)` | Overrides **str()** method |
| `__abs_ _(self)` | Overrides **abs()** method |
| `__len_ _(self)` | Overrides **len()** method |
| `__cont ain s__ (self, item)` | Overrides **in** keyword behavior |

## OOP - Inheritance

```
class Vehicle(object):
       def honk(s elf):
                pri nt( 'Honk honk')
class Car(Ve hicle):
       def accele rat e(s elf):
                pri nt( 'Vr ooom')
honda = Car()
honda.h onk()
honda.a cc ele rate()
```

Honk honk
Vrooom




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