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What is a Class?

A class is a user-defined blueprint from which objects are created or instances of the class. Creating a new class creates a new type of object and defines those objects' properties and behaviors.

Properties are attributes of an object, and behaviors are methods that modify the object. For example, the class I created, Graphs,ect eT]1

```
bin = self.bin_width()
```

```
#Start at value = bin[0], Stop at value = bin[1], Increment by value of bin
```

```
bins = np.array(
```