



香港中文大學(深圳)
The Chinese University of Hong Kong, Shenzhen

AIE 1001 Introduction to AI Programming

Lecture 7 Object Oriented Programming

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Outline

- Basics of object oriented programming
 - Object, Class, Methods, Data fields
- Key elements of an object
- Why we need object oriented programming?
- Built-in Class and Custom Class
- Define class
 - Self, Scope of self, Constructor
 - Accessing member of objects
 - Mutable objects
 - Hiding data fields
 - Abstraction and encapsulation

Key points

data field

function

class

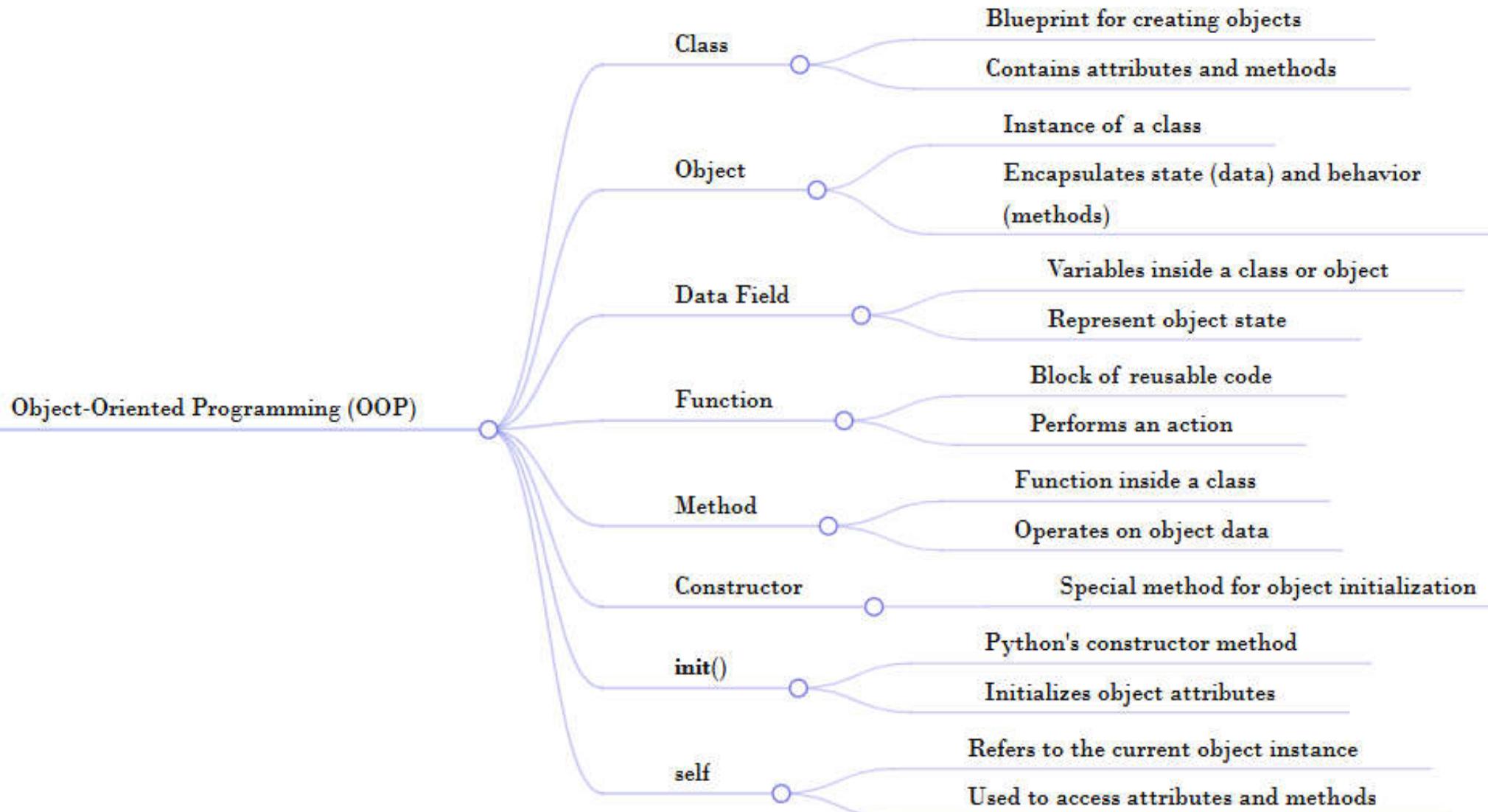
object

`__init__()`

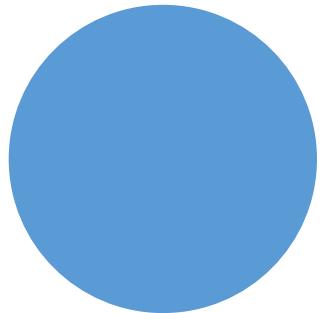
constructor

self

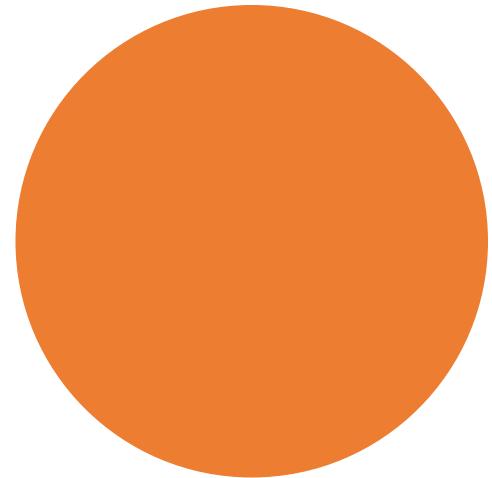
method



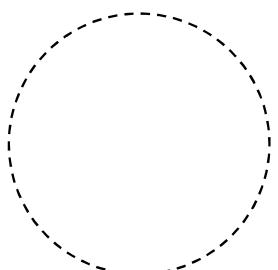
Circle 1



Circle 2



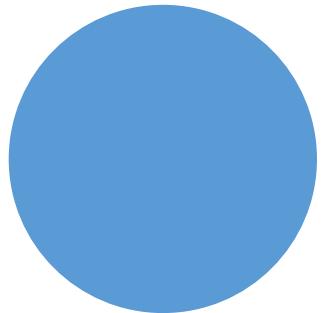
Circle blueprint



radius
fillColor

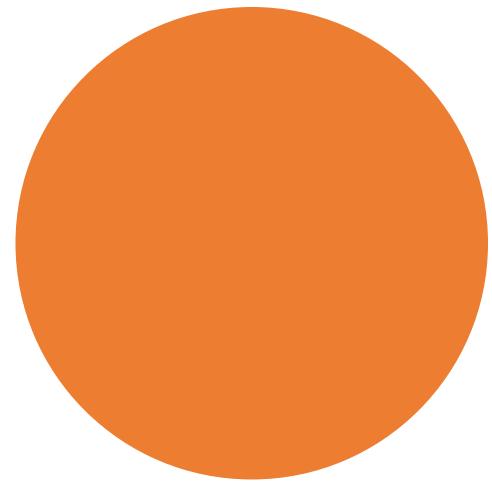
getArea()

Circle 1



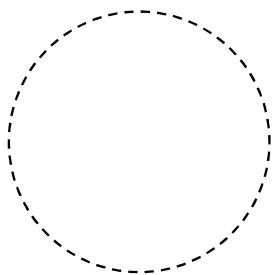
```
radius = 3  
fillColor = 'blue'  
  
getArea()
```

Circle 2

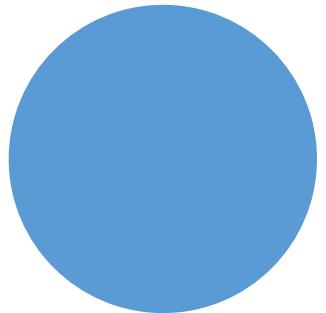


```
radius = 5  
fillColor = 'orange'  
  
getArea()
```

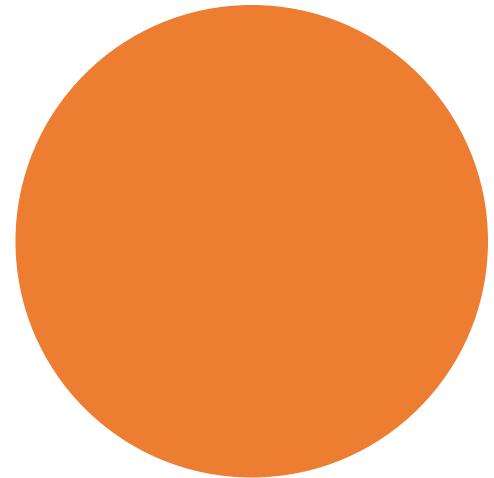
Circle blueprint



Circle 1



Circle 2



object

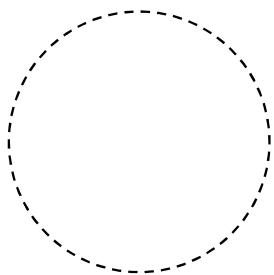
radius = 3
fillColor = 'blue'

getArea()

Circle blueprint

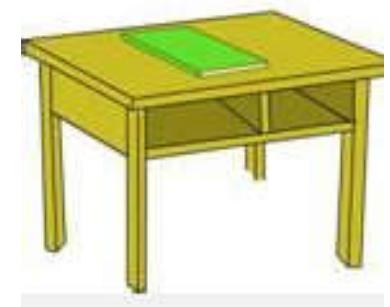
radius = 5
fillColor = 'orange'

getArea()



Object

- An **object** represents an entity in the real world that can be distinctly identified.
- **Examples:** a student, a desk, a circle, a button, and even a loan
- An object has a unique **identity**, **state**, and **behaviours**



Object

- In Python, **everything** is an object (number, string, etc)
- You can use the **id()** function and **type()** function to get information about an object

```
>>> n = 3 # n is an integer
>>> id(n)
505408904
>>> type(n)
<class 'int'>
>>> s = "Welcome" # s is a string
>>> id(s)
36201472
>>> type(s)
<class 'str'>
```

ID and type

- The `id` of an object is automatically assigned a unique integer by Python when the program is executed
- The `id` for the object **will not be changed** during the execution of the program
- The `type` for the object is determined by Python according to the value of the object

Variable is actually only a reference

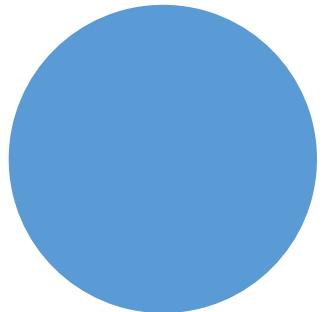
- A **variable** in Python is actually a **reference** to an object.

`n = 3`
`n` → **The object
for int 3**
id: 505408904

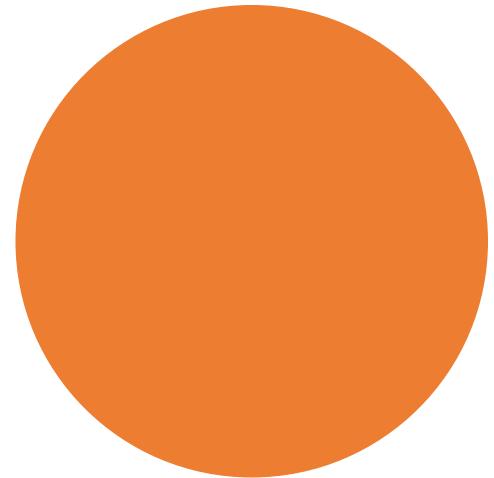
`f = 3.0`
`f` → **The object
for float
3.0**
id: 26647120

`s = "Welcome"`
`s` → **The object
for str
"We1come"**
id: 36201472

Circle 1



Circle 2



object

radius = 3
fillColor = 'blue'
getArea()

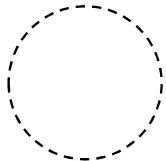
Circle blueprint

radius = 5
fillColor = 'oranges'
getArea()

class

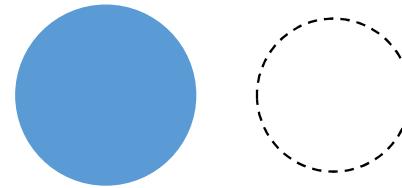
radius
fillColor
getArea()

Class

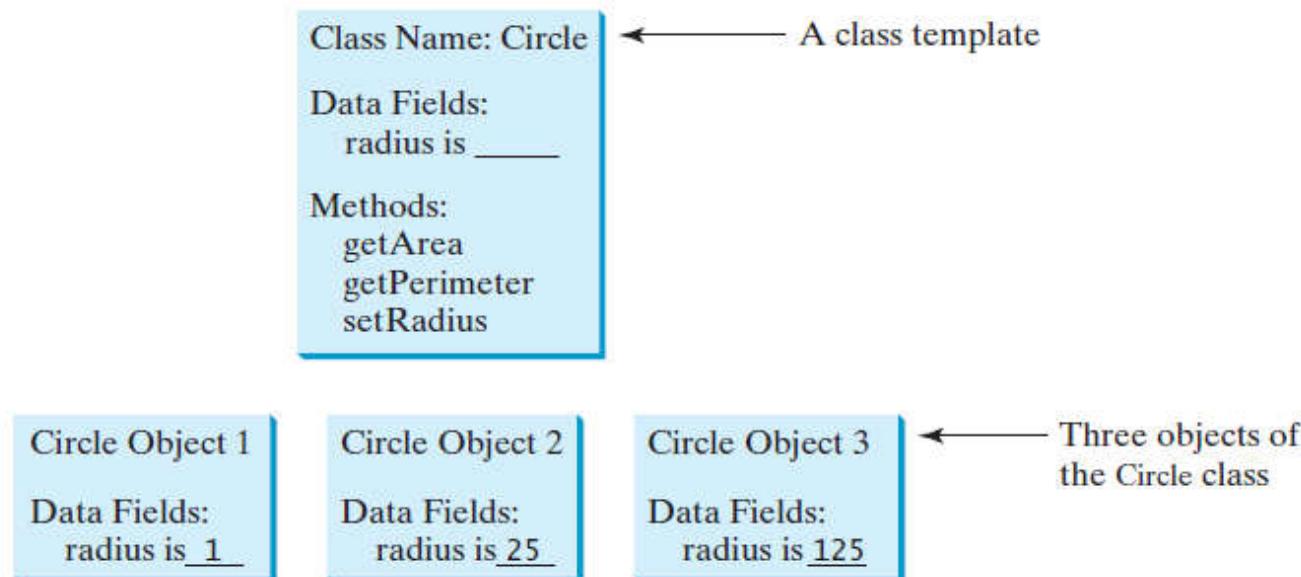


- Objects of the same kind are defined by using a common **class**
- The relationship between Classes and objects is analogous to that between an apple-pie recipe and apple pies
- A Python **class** uses **variables** to store data fields and defines **methods** to perform actions
- A class is a **contract**—also sometimes called a template or blueprint

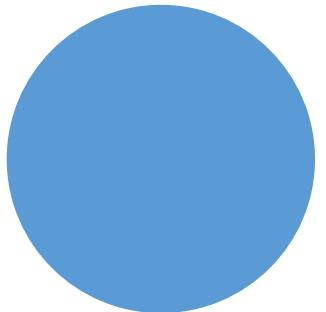
Object v.s. class



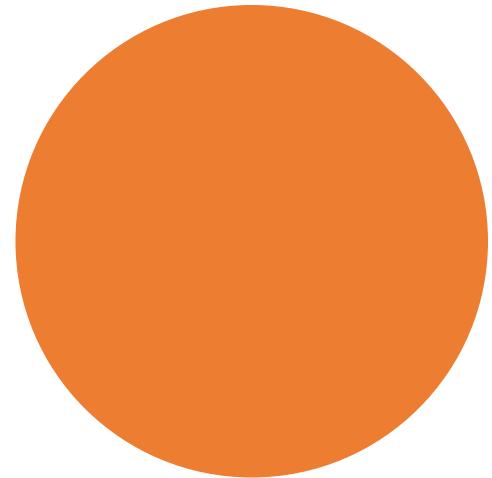
- An object is an **instance** of a class, and you can create **many instances** of a class
- Creating an instance of a class is referred to as **instantiation**
- The terms object and instance are often used interchangeably



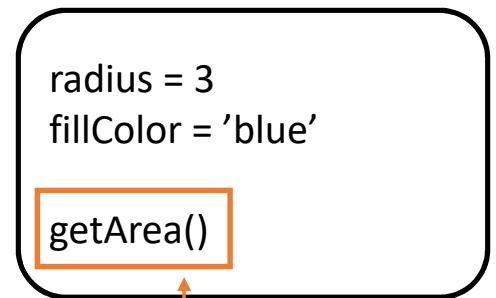
Circle 1



Circle 2

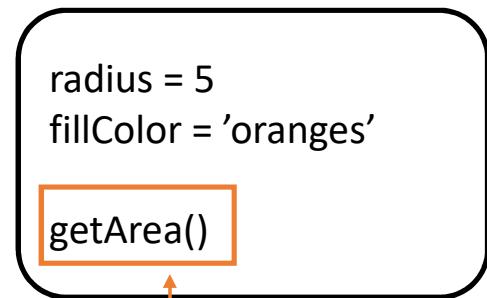
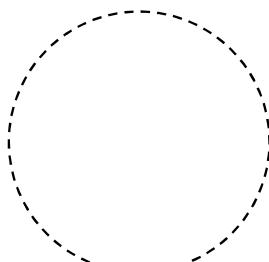


object



method

Circle blueprint



method

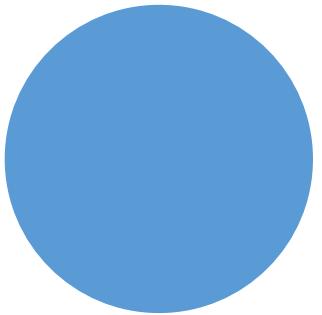
class

Methods

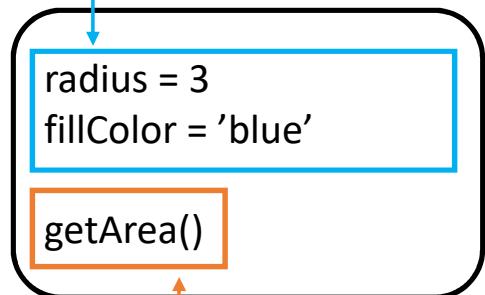
- You can perform **operations** on an object
- The operations are defined using **functions**
- The functions for the objects are called **methods** in Python
- Methods can only be invoked from **a specific object**

```
>>> s = "Welcome"
>>> s1 = s.lower() # Invoke the lower method
>>> s1
'welcome'
>>> s2 = s.upper() # Invoke the upper method
>>> s2
'WELCOME'
>>>
```

Circle 1



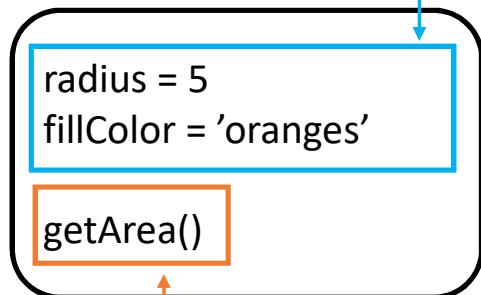
data field



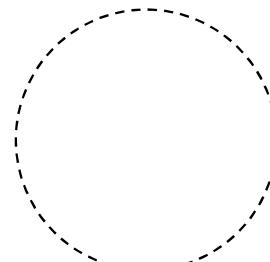
Circle 2



data field



Circle blueprint



method

class

Data fields

- Data fields are **variables** that store information inside an object.
- They describe the **state** or **properties** of that object.
- In Python, we also call them **states**, **attributes** or **properties**.

Key elements of an object

- **Identity**: a unique way to distinguish the object from others in memory. It's like a person's ID. Python automatically assigns each object **a unique id** for identifying the object at runtime.
- **State**: the data stored inside the object — this describes the object. An object's **state** (also known as its **properties** or **attributes**) is represented by variables, called **data fields**.
- **Methods**: The actions the object can perform — defined in its class. Python uses **methods** to define an object's **behavior**. You make an object perform an action by invoking a method on that object.

Class Example

- Class name: Student
- Data fields: Name, Age, Grade, ...
- Methods:

updateGrade()

isAdult()

displayInfo()

.....

Why we need object oriented programming?

- **To Organize Code Better (Modularity):** Big programs can get messy if written as one long list of instructions. OOP helps us split the program into classes and objects. Each class handles one type of thing, keeping its data and actions together.
- **To Reuse Code (Reusability):** Once we create a class, we can make as many objects from it as we need — no need to write the code again.
- **To Make Big Projects Easier to Maintain:** In OOP, data and actions are stored together inside objects — changes happen inside the class without affecting unrelated parts.
- **To Model Real-World Problems:** OOP lets us create digital versions of real-world things and allows us to write program in a way that naturally match the problem that we are trying to solve.

Built-in Class

- A built-in class is a class that comes predefined in Python.
- You don't have to write the blueprint — Python already provides it.
- Examples: str, int, list, dict, tuple, etc.

```
# 'Hello' is an object of Python's built-in 'str' class
message = "Hello"
print(type(message))          # <class 'str'>
print(message.upper())        # HELLO
print(message.replace("lo", "p")) # Help
```

Custom Class

- A **custom class** is a class **you create yourself** to define new types of objects specific to your needs.
- You write the blueprint (data fields/attributes + methods).

```
class Circle:    # Custom class definition
    def __init__(self, radius, fillColor):
        self.radius = radius          # Data field
        self.fillColor = fillColor     # Data field

    def getArea(self):              # Method
        return 3.14 * self.radius ** 2

# Creating objects (instances)
c1 = Circle(3, "blue")
c2 = Circle(5, "orange")

print(c1.getArea())  # 28.26
print(c2.getArea())  # 78.5
```

Comparisons between Built-in and custom class

Feature	Built-in Class	Custom Class
Who creates it?	Python itself	You do
Example	<code>str</code> , <code>list</code> , <code>int</code>	<code>Circle</code> , <code>Car</code> , <code>Student</code>
Purpose	Common data types & functions	Your own program-specific object types
Methods & Attributes	Predefined by Python	Defined by you
How to use	Directly create objects	First define class, then create objects

Define class

- Python uses the following syntax to define a class

```
class ClassName:  
    initializer  
    methods
```

Define class

- Python uses the following syntax to define a class
- A class provides a special method, `__init__()`. This method, known as an **initializer**, is invoked to initialize a new object's state when it is created

```
class ClassName:  
    initializer  
    methods
```

Example

```
import math

class Circle:
    # Construct a circle object
    def __init__(self, radius = 1):
        self.radius = radius

    def getPerimeter(self):
        return 2 * self.radius * math.pi

    def getArea(self):
        return self.radius * self.radius * math.pi

    def setRadius(self, radius):
        self.radius = radius
```

```
>>> circle1 = Circle()
>>> circle1.radius
1
>>> circle1.getPerimeter()
6.283185307179586
>>> circle1.getArea()
3.141592653589793
>>> circle1 = Circle(2)
>>> circle1.radius
2
>>> circle1.radius = 10
>>> circle1.getArea()
314.1592653589793
```

Self

- All methods, including the initializer, have the first parameter `self`
- This parameter refers to the **object that invokes the method.**
- The `self` parameter in the `__init__()` method is automatically set to reference the object that was just created

```
import math

class Circle:
    # Construct a circle object
    def __init__(self, radius = 1):
        self.radius = radius

    def getPerimeter(self):
        return 2 * self.radius * math.pi

    def getArea(self):
        return self.radius * self.radius * math.pi

    def setRadius(self, radius):
        self.radius = radius
```

Scope of self

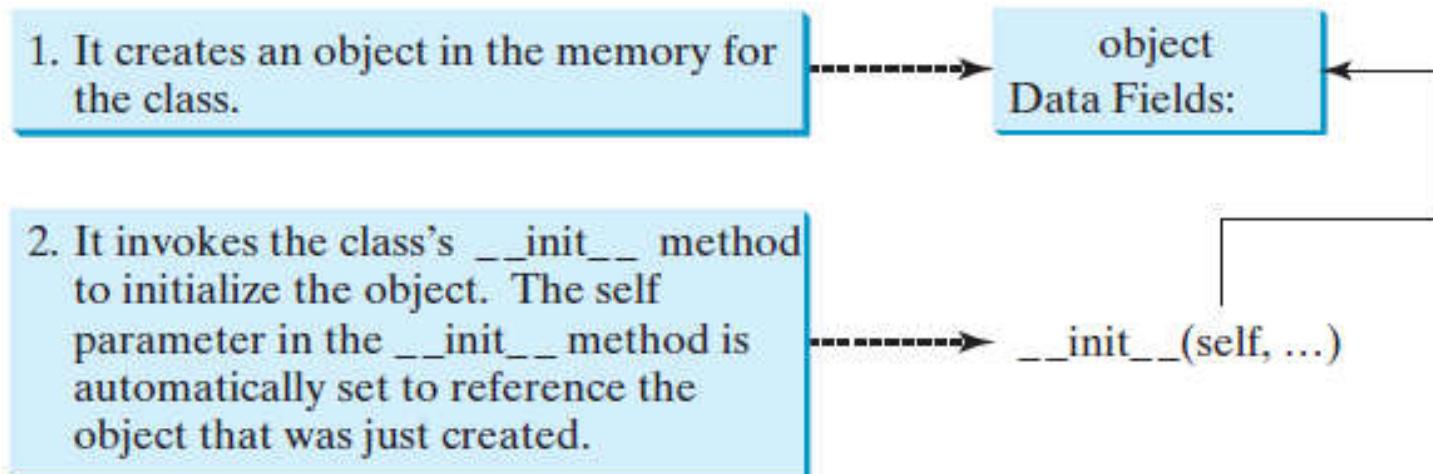
- The scope of an instance variable is the **entire class** once it is created
- You can also create **local variables** in a method
- The scope of a local variable is **within the method**

```
def ClassName:  
    def __init__(self, ...):  
        self.x = 1 # Create/modify x  
        ...  
  
    def m1(self, ...):  
        self.y = 2 # Create/modify y  
        ...  
        z = 5 # Create/modify z  
        ...  
        Scope of z  
  
    def m2(self, ...):  
        self.y = 3 # Create/modify y  
        ...  
        u = self.x + 1 # Create/modify u  
        self.m1(...) # Invoke m1
```

Scope of self.x and self.y

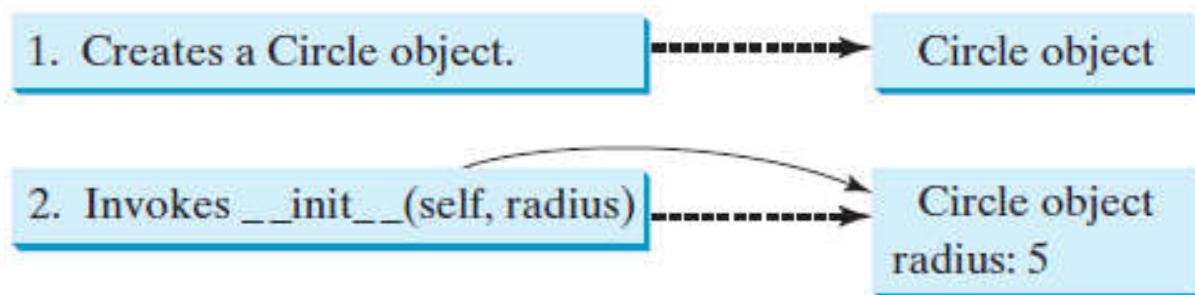
Constructing objects

- Once a **class** is defined, you can **create objects** from the class with a **constructor**. The constructor does two things:
 - ✓ It creates an object in the memory for the class
 - ✓ It invokes the class's `__init__()` method to initialize the object



Constructor arguments

- The arguments of the constructor **match** the parameters in the `__init__()` method **without** `self`



- The initializer in the Circle class has a **default** radius value, then the constructor **without arguments** will assign the default values to data fields

Accessing member of objects

- Data fields are also called **instance variables**, because each object (instance) has a specific value for a data field
- Methods are also called **instance methods**, because a method which is invoked by an object (instance) will perform actions based on the data fields of that object
- You can access the object's data fields and invoke its methods by using the **dot operator (.)**, also known as the **object member access operator**

```
>>> c = Circle(5)
>>> c.radius
5
>>> c.getPerimeter()
31.41592653589793
>>> c.getArea()
78.53981633974483
>>>
```

Example

```
def main():
    # Create a circle with radius 1
    circle1 = Circle()
    print("The area of the circle of radius",
          circle1.radius, "is", circle1.getArea())

    # Create a circle with radius 25
    circle2 = Circle(25)
    print("The area of the circle of radius",
          circle2.radius, "is", circle2.getArea())

    # Create a circle with radius 125
    circle3 = Circle(125)
    print("The area of the circle of radius",
          circle3.radius, "is", circle3.getArea())

    # Modify circle radius
    circle2.radius = 100 # or circle2.setRadius(100)
    print("The area of the circle of radius",
          circle2.radius, "is", circle2.getArea())

main() # Call the main function
```

Result

The area of the circle of radius 1.0 is 3.141592653589793

The area of the circle of radius 25.0 is 1963.4954084936207

The area of the circle of radius 125.0 is 49087.385212340516

The area of the circle of radius 100.0 is 31415.926535897932

What is wrong with this program?

```
class A:  
    def __init__(self, i):  
        self.i = i
```

```
def main():  
    a = A()  
    print(a.i)
```

```
main() # Call the main function
```

```
def main():  
    a = A(10)      # ✅ Pass a value for 'i'  
    print(a.i)    # Output: 10
```

What is wrong with these programs?

```
class A:  
    # Construct an object of the class  
    def A(self):  
        radius = 3
```

```
class A:  
    def __init__(self):  
        self.radius = 3      # ✓ Store in object using self  
  
    def setRadius(self, radius):  
        self.radius = radius # ✓ Already correct
```

```
class A:  
    # Construct an object of the class  
    def __init__(self):  
        radius = 3  
  
    def setRadius(radius):  
        self.radius = radius
```

Example: TV class

TV

channel: int
volumeLevel: int
on: bool

TV()
turnOn(): None
turnOff(): None
getChannel(): int
setChannel(channel: int): None
getVolume(): int
setVolume(volumeLevel: int): None
channelUp(): None
channelDown(): None
volumeUp(): None
volumeDown(): None

The current channel (1 to 120) of this TV.
The current volume level (1 to 7) of this TV.
Indicates whether this TV is on/off.

Constructs a default TV object.
Turns on this TV.
Turns off this TV.
Returns the channel for this TV.
Sets a new channel for this TV.
Gets the volume level for this TV.
Sets a new volume level for this TV.
Increases the channel number by 1.
Decreases the channel number by 1.
Increases the volume level by 1.
Decreases the volume level by 1.

```
class TV:
    def __init__(self):
        self.channel = 1 # Default channel is 1
        self.volumeLevel = 1 # Default volume level is 1
        self.on = False # Initially, TV is off

    def turnOn(self):
        self.on = True

    def turnOff(self):
        self.on = False

    def getChannel(self):
        return self.channel

    def setChannel(self, channel):
        if self.on and 1 <= self.channel <= 120:
            self.channel = channel

    def getVolumeLevel(self):
        return self.volumeLevel

    def setVolume(self, volumeLevel):
        if self.on and \
           1 <= self.volumeLevel <= 7:
            self.volumeLevel = volumeLevel

    def channelUp(self):
        if self.on and self.channel < 120:
            self.channel += 1

    def channelDown(self):
        if self.on and self.channel > 1:
            self.channel -= 1

    def volumeUp(self):
        if self.on and self.volumeLevel < 7:
            self.volumeLevel += 1

    def volumeDown(self):
        if self.on and self.volumeLevel > 1:
            self.volumeLevel -= 1
```

Example: the code to use TV class

```
from TV import TV

def main():
    tv1 = TV()
    tv1.turnOn()
    tv1.setChannel(30)
    tv1.setVolume(3)

    tv2 = TV()
    tv2.turnOn()
    tv2.channelUp()
    tv2.channelUp()
    tv2.volumeUp()

    print("tv1's channel is", tv1.getChannel(),
          "and volume level is", tv1.getVolumeLevel())
    print("tv2's channel is", tv2.getChannel(),
          "and volume level is", tv2.getVolumeLevel())

main() # Call the main function
```

tv1's channel is 30 and volume level is 3
tv2's channel is 3 and volume level is 2

Mutable objects

```
from Circle import Circle

def main():
    # Create a Circle object with radius 1
    myCircle = Circle()

    # Print areas for radius 1, 2, 3, 4, and 5
    n = 5
    printAreas(myCircle, n)

    # Display myCircle.radius and times
    print("\nRadius is", myCircle.radius)
    print("n is", n)

# Print a table of areas for radius
def printAreas(c, times):
    print("Radius \t\tArea")
    while times >= 1:
        print(c.radius, "\t\t", c.getArea())
        c.radius = c.radius + 1
        times = times - 1

main() # Call the main function
```

Radius	Area
1	3.141592653589793
2	12.566370614359172
3	29.274333882308138
4	50.26548245743669
5	79.53981633974483

Radius is 6
n is 5

Practice

```
class Count:  
    def __init__(self, count=0):  
        self.count = count  
  
    def main():  
        c = Count()  
        n = 1  
        m(c, n)  
  
        print("count is", c.count)  
        print("n is", n)  
  
    def m(c, n):  
        c.count = 5  
        n = 3  
  
main()
```

- What would be the output of the above program?

Practice

```
class Count:  
    def __init__(self, count = 0):  
        self.count = count  
  
def main():  
    c = Count()  
    n = 1  
    m(c, n)  
  
    print("count is", c.count)  
    print("n is", n)  
  
def m(c, n):  
    c = Count(5)  
    n = 3  
  
main() # Call the main function
```

- What would be the output of the above program?

```
def main():
    c = Count()
    n = 1
    m(c, n)

    print('count is', c.count)
    print('n is', n)

def m(c, n):
    c = Count(5)
    n = 3

main()
```

main

c
n

memory

(Count) count = 0

(int) n = 1

```

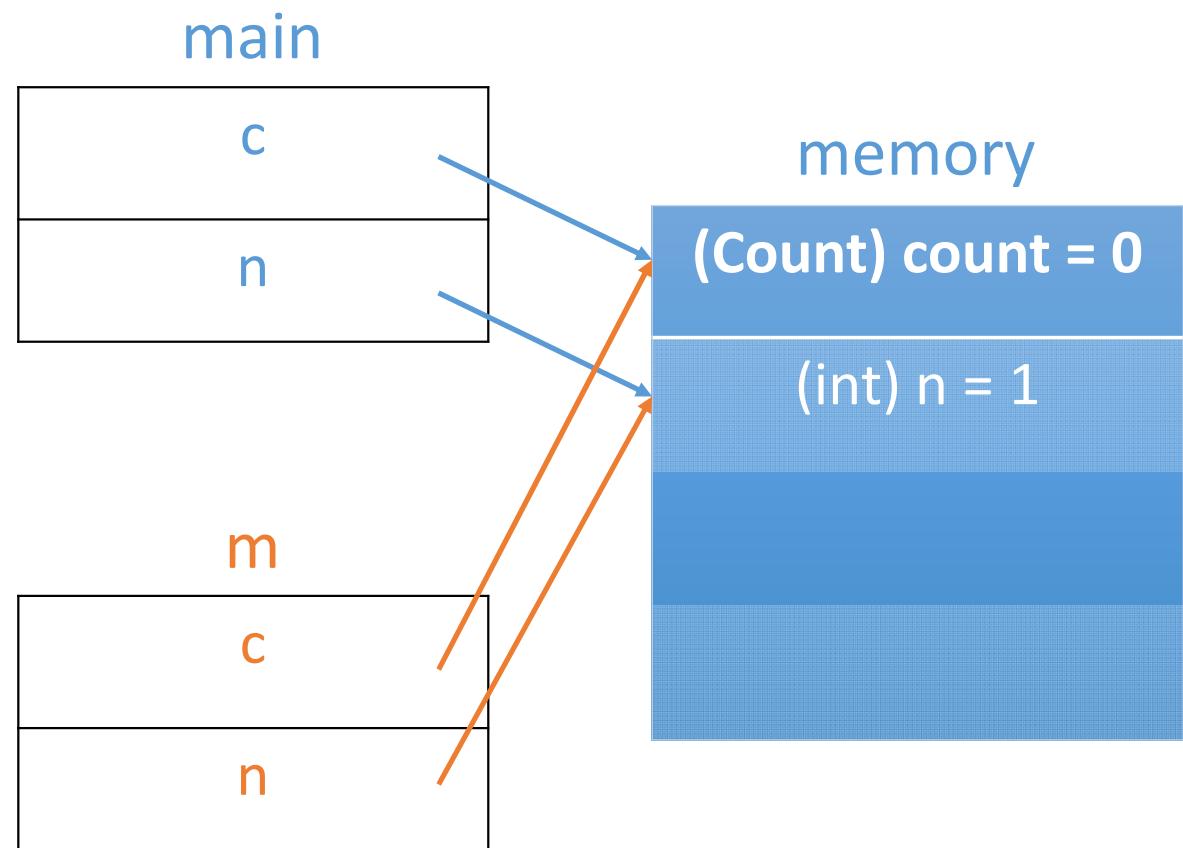
def main():
    c = Count()
    n = 1
    m(c, n)

    print('count is', c.count)
    print('n is', n)

def m(c, n):
    c = Count(5)
    n = 3

main()

```

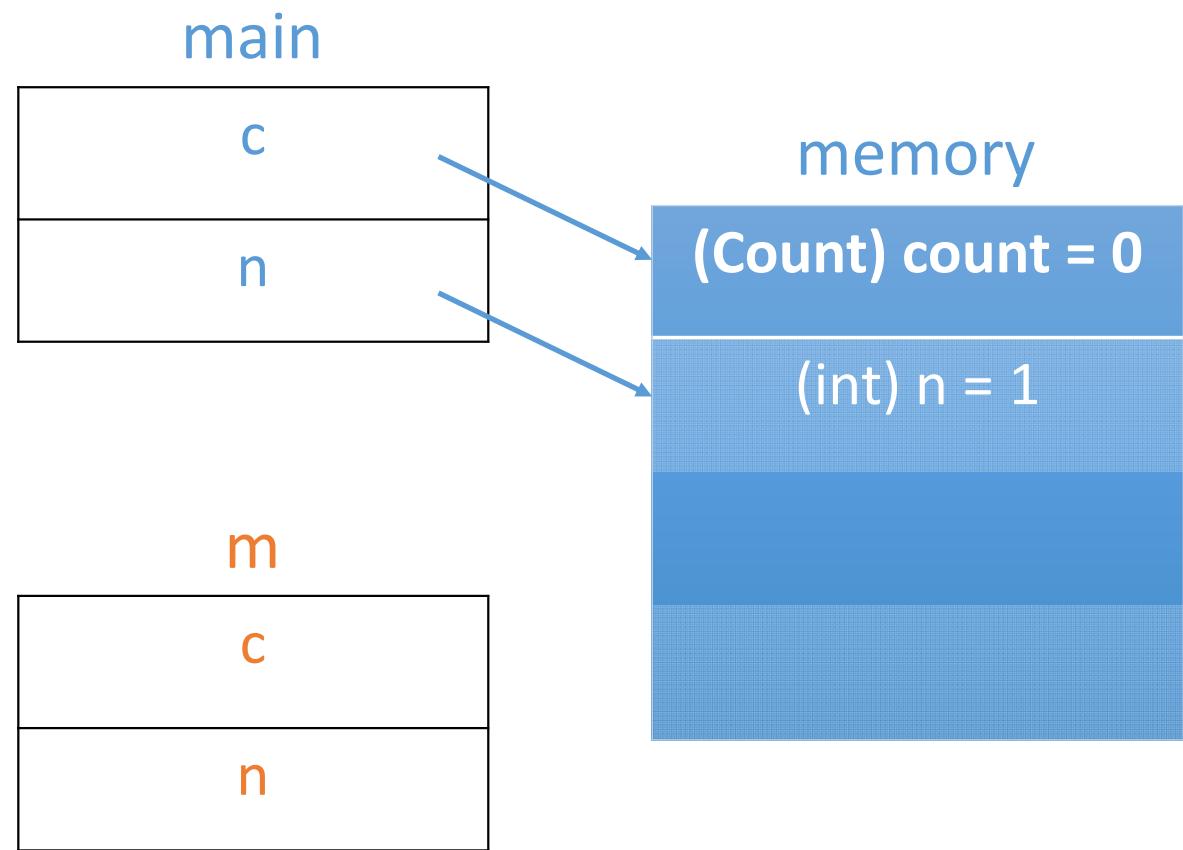


```
def main():
    c = Count()
    n = 1
    m(c, n)

    print('count is', c.count)
    print('n is', n)

def m(c, n):
    c = Count(5)
    n = 3

main()
```



```

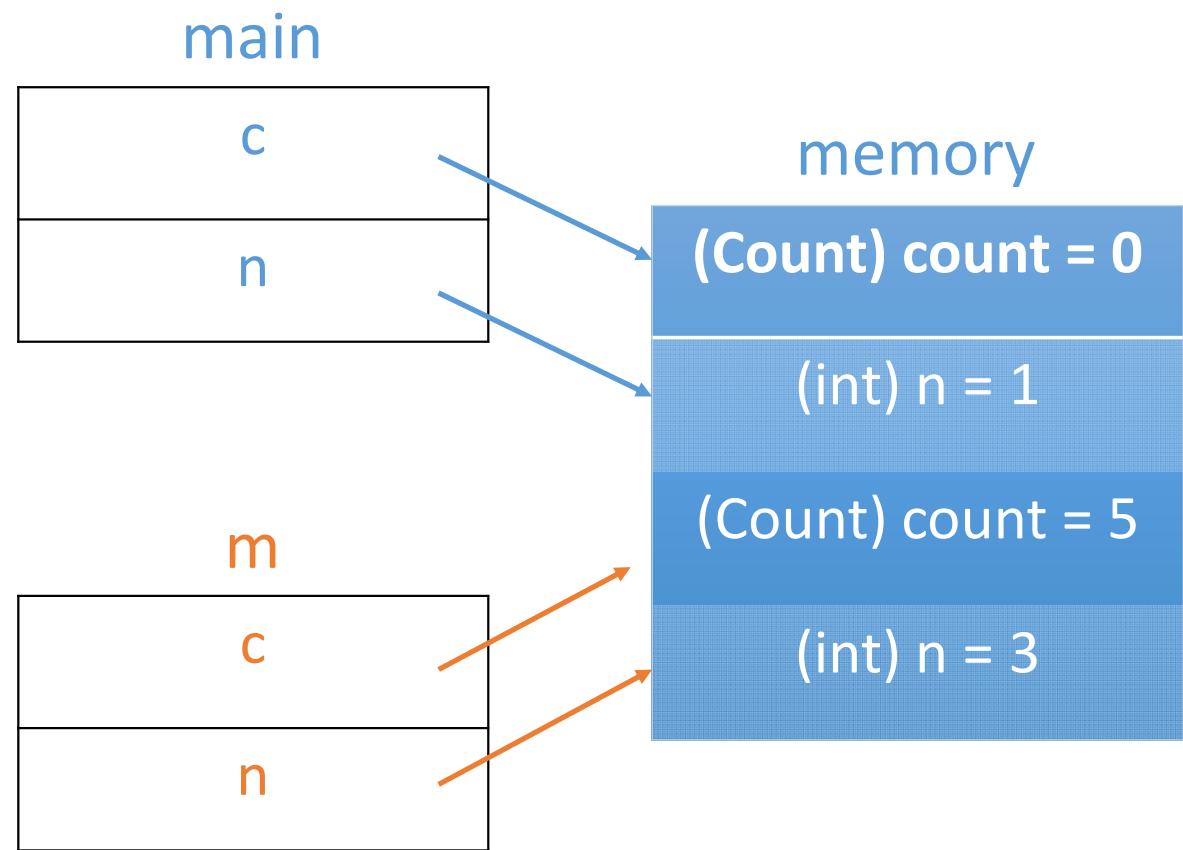
def main():
    c = Count()
    n = 1
    m(c, n)

    print('count is', c.count)
    print('n is', n)

def m(c, n):
    c = Count(5)
    n = 3

main()

```



```
def setRadius(self, radius):  
    self.radius = radius  
  
circle1.setRadius(10)  
circle1.radius = 10
```

Hiding data fields

- Direct access of a data field in an object is **not good !!**
- First, data may be **tampered with**
- Second, the class becomes **difficult to maintain** and **vulnerable to bugs**

Private data fields

- Prevent other programmers from directly accessing the data fields of your class is a common industrial practice
- This is known as **data hiding**
- This can be done by defining **private data fields**

Private data fields

- In Python, the **private data fields** are defined with two **leading underscores**. You can also define a **private method** named with two leading underscores
- Private data fields and methods can be accessed within a class, but they **cannot be accessed outside the class**
- Define some **methods** to allow access to private data fields

```
import math

class Circle:
    # Construct a circle object
    def __init__(self, radius = 1):
        self.__radius = radius

    def getRadius(self):
        return self.__radius

    def getPerimeter(self):
        return 2 * self.__radius * math.pi

    def getArea(self):
        return self.__radius * self.__radius * math.pi
```

Practice

```
class A:  
    def __init__(self, i):  
        self.__i = i  
  
    def main():  
        a = A(5)  
        print(a.__i)  
  
main() # Call the main function
```

- What is the problem with this program?

Practice

```
def main():
    a = A()
    a.print()

class A:
    def __init__(self, newS = "Welcome"):
        self.__s = newS

    def print(self):
        print(self.__s)

main() # Call the main function
```

- Is the above code correct? If yes, what would be the output?

Practice

```
class A:  
    def __init__(self, on):  
        self.__on = not on  
  
def main():  
    a = A(False)  
    print(a.on)  
  
main() # Call the main function
```

- Is the above code correct? If not, how do we fix it?

Solution

Option 1: Make the attribute public

```
class A:  
    def __init__(self, on):  
        self.on = not on # no double underscore  
  
def main():  
    a = A(False)  
    print(a.on)      # ✅ prints True  
  
main()
```

Option 2: Keep it private but use a getter method

```
class A:  
    def __init__(self, on):  
        self.__on = not on  
  
    def is_on(self):  
        return self.__on  
  
def main():  
    a = A(False)  
    print(a.is_on())    # ✅ prints True  
  
main()
```

Abstraction

- Abstraction means separate the **implementation** of a part of code from the **usage** of that code
- There are many levels of abstraction, a commonly used one is called **function abstraction**
- Function abstraction means separating the implementation of a function from its usage
- Abstraction makes your code easy to **maintain, debug** and **reuse**

Example

```
# Return the gcd of two integers
def gcd(n1, n2):
    gcd = 1 # Initial gcd is 1
    k = 2   # Possible gcd

    while k <= n1 and k <= n2:
        if n1 % k == 0 and n2 % k == 0:
            gcd = k # Update gcd
        k += 1

    return gcd # Return gcd

# Prompt the user to enter two integers
n1 = eval(input("Enter the first integer: "))
n2 = eval(input("Enter the second integer: "))

print("The greatest common divisor for", n1,
      "and", n2, "is", gcd(n1, n2))
```

```
# Check whether number is prime
def isPrime(number):
    divisor = 2
    while divisor <= number / 2:
        if number % divisor == 0:
            # If true, number is not prime
            return False # number is not a prime
        divisor += 1

    return True # number is prime
```

Write and maintain isPrime()



Programmer 1

```
def printPrimeNumbers(numberOfPrimes):
    NUMBER_OF_PRIMES = 50 # Number of primes to display
    NUMBER_OF_PRIMES_PER_LINE = 10 # Display 10 per line
    count = 0 # Count the number of prime numbers
    number = 2 # A number to be tested for primeness

    # Repeatedly find prime numbers
    while count < numberOfPrimes:
        # Print the prime number and increase the count
        if isPrime(number):
            count += 1 # Increase the count

            print(number, end = " ")
            if count % NUMBER_OF_PRIMES_PER_LINE == 0:
                # Print the number and advance to the new line
                print()

        # Check if the next number is prime
        number += 1

def main():
    print("The first 50 prime numbers are")
```

Write and maintain printPrimeNumbers()



Programmer 2

If we write everything together...

```
def printPrimeNumbers(numberOfPrimes):
    NUMBER_OF_PRIMES = 50 # Number of primes to display
    NUMBER_OF_PRIMES_PER_LINE = 10 # Display 10 per line
    count = 0 # Count the number of prime numbers
    number = 2 # A number to be tested for primeness

    # Repeatedly find prime numbers
    while count < numberOfPrimes:

        #Determine whether a number is a prime number
        isPrime = True
        divisor = 2
        while (divisor<=number/2):
            if number%divisor ==0:
                isPrime = False
                break
            divisor +=1

        # Print the prime number and increase the count
        if isPrime==True:
            count += 1 # Increase the count

            print(number, end = " ")
            if count % NUMBER_OF_PRIMES_PER_LINE == 0:
                # Print the number and advance to the new line
                print()

        # Check if the next number is prime
        number += 1

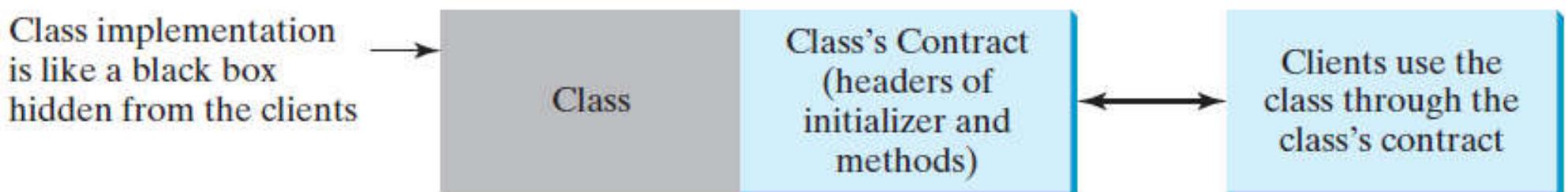
printPrimeNumbers(20)
```

Class abstraction and encapsulation

- **Class abstraction** means separating class implementation from the use of a class
- The class implementation details are **invisible** from the user
- The class's collection of methods, together with the description of how these methods are expected to behave, serves as the class's **contract** with the client

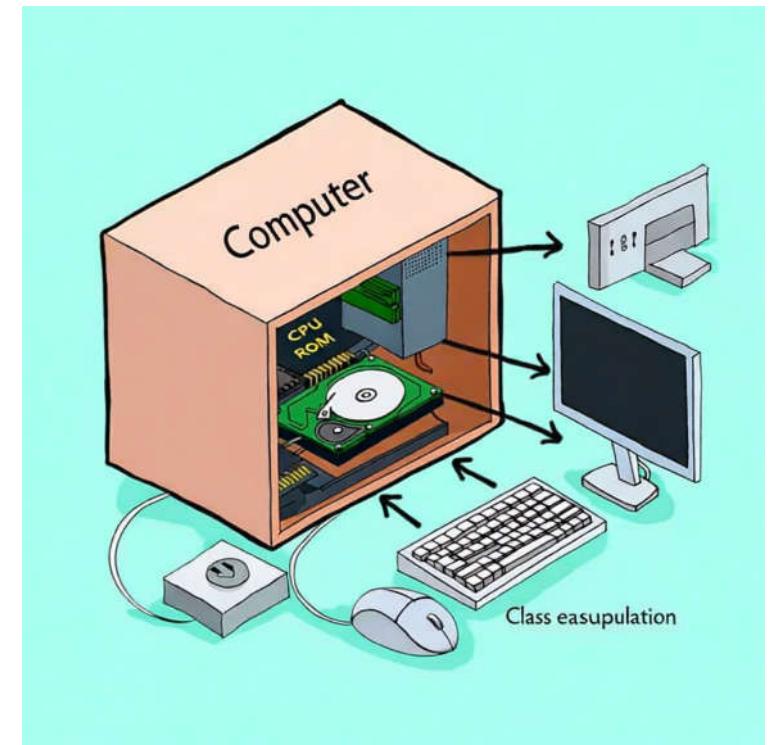
Class abstraction and encapsulation

- The user of the class does not need to know how the class is implemented. The details of implementation are **encapsulated** and **hidden** from the user.
- This is known as **class encapsulation**
- In essence, encapsulation combines data and methods into a single object and hides the data fields and method implementation from the user

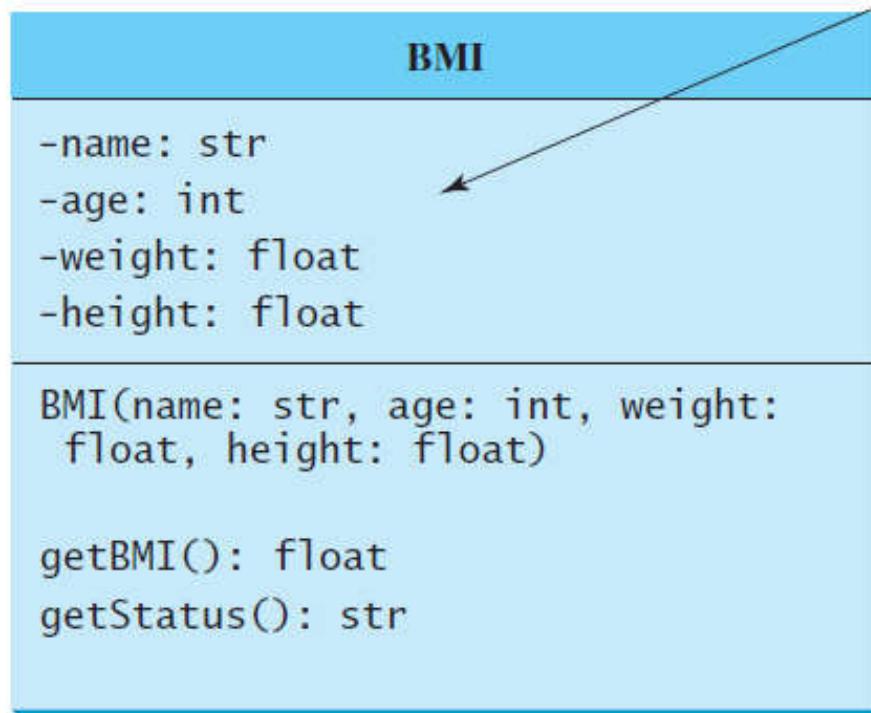


Class abstraction and encapsulation

- **Encapsulation:** hidden implementation for the internal parts of the computer (CPU, ROM, hard drive).
- **Abstraction:** public interface for user for the visible parts (monitor, keyboard, mouse, power button).



Example – BMI calculation



The get methods for these data fields are provided in the class, but are omitted in the UML diagram for brevity.

The name of the person.
The age of the person.
The weight of the person in pounds.
The height of the person in inches.

Creates a BMI object with the specified name, age (the default is 20), weight, and height.

Returns the BMI.
Returns the BMI status (e.g., Normal, Overweight, etc.).

The code to use BMI class

```
from BMI import BMI

def main():
    bmi1 = BMI("John Doe", 18, 145, 70)
    print("The BMI for", bmi1.getName(), "is",
          bmi1.getBMI(), bmi1.getStatus())

    bmi2 = BMI("Peter King", 50, 215, 70)
    print("The BMI for", bmi2.getName(), "is",
          bmi2.getBMI(), bmi2.getStatus())

main() # Call the main function
```

- We can use the BMI class if you have its **contract**
- You **don't need to know** the details about how it is implemented!!

The BMI class

```
class BMI:  
    def __init__(self, name, age, weight, height):  
        self.__name = name  
        self.__age = age  
        self.__weight = weight  
        self.__height = height  
  
    def getBMI(self):  
        KILOGRAMS_PER_POUND = 0.45359237  
        METERS_PER_INCH = 0.0254  
        bmi = self.__weight * KILOGRAMS_PER_POUND / \  
            ((self.__height * METERS_PER_INCH) * \  
             (self.__height * METERS_PER_INCH))  
        return round(bmi * 100) / 100
```

```
def getStatus(self):  
    bmi = self.getBMI()  
    if bmi < 18.5:  
        return "Underweight"  
    elif bmi < 25:  
        return "Normal"  
    elif bmi < 30:  
        return "Overweight"  
    else:  
        return "Obese"  
  
def getName(self):  
    return self.__name  
  
def getAge(self):  
    return self.__age  
  
def getWeight(self):  
    return self.__weight  
  
def getHeight(self):  
    return self.__height
```

Example - Loan

The – sign denotes a private data field.

Loan

-annualInterestRate: float
-numberOfYears: int
-loanAmount: float
-borrower: str

Loan(annualInterestRate: float,
 numberOfYears: int, loanAmount
 float, borrower: str)
getAnnualInterestRate(): float
getNumberOfYears(): int
getLoanAmount(): float
getBorrower(): str
setAnnualInterestRate(
 annualInterestRate: float): None
setNumberOfYears(
 numberOfYears: int): None
setLoanAmount(
 loanAmount: float): None
setBorrower(borrower: str): None
setMonthlyPayment(): float
getTotalPayment(): float

The annual interest rate of the loan (default 2.5).

The number of years for the loan (default 1).

The loan amount (default 1000).

The borrower of this loan (default " ").

Constructs a Loan object with the specified annual interest rate, number of years, loan amount, and borrower.

Returns the annual interest rate of this loan.

Returns the number of the years of this loan.

Returns the amount of this loan.

Returns the borrower of this loan.

Sets a new annual interest rate for this loan.

Sets a new number of years for this loan.

Sets a new amount for this loan.

Sets a new borrower for this loan.

Returns the monthly payment of this loan.

Returns the total payment of this loan.

```
from Loan import Loan

def main():
    # Enter yearly interest rate
    annualInterestRate = eval(input(
        "Enter yearly interest rate, for example, 7.25: "))

    # Enter number of years
    numberOfYears = eval(input(
        "Enter number of years as an integer: "))

    # Enter loan amount
    loanAmount = eval(input(
        "Enter loan amount, for example, 120000.95: "))

    # Enter a borrower
    borrower = input("Enter a borrower's name: ")

    # Create a Loan object
    loan = Loan(annualInterestRate, numberOfYears,
                loanAmount, borrower)

    # Display loan date, monthly payment, and total payment
    print("The loan is for", loan.getBorrower())
    print("The monthly payment is",
          format(loan.getMonthlyPayment(), ".2f"))
    print("The total payment is",
          format(loan.getTotalPayment(), ".2f"))

main() # Call the main function
```

```
Enter yearly interest rate, for example, 7.25: 2.5 ↵Enter
Enter number of years as an integer: 5 ↵Enter
Enter loan amount, for example, 120000.95: 1000 ↵Enter
Enter a borrower's name: John Jones ↵Enter
The loan is for John Jones
The monthly payment is 17.75
The total payment is 1064.84
```

Example of loan class

```
class Loan :  
    def __init__(self, annualInterestRate = 2.5,  
                 numberOfYears = 1, loanAmount = 1000, borrower = " "):  
        self.__annualInterestRate = annualInterestRate  
        self.__numberOfYears = numberOfYears  
        self.__loanAmount = loanAmount  
  
        self.__borrower = borrower  
  
    def getAnnualInterestRate(self):  
        return self.__annualInterestRate  
  
    def getNumberOfYears(self):  
        return self.__numberOfYears  
  
    def getLoanAmount(self):  
        return self.__loanAmount  
  
    def getBorrower(self):  
        return self.__borrower  
  
    def setAnnualInterestRate(self, annualInterestRate):  
        self.__annualInterestRate = annualInterestRate  
  
    def setNumberOfYears(self, numberOfYears):  
        self.__numberOfYears = numberOfYears  
  
    def setLoanAmount(self, loanAmount):  
        self.__loanAmount = loanAmount  
  
    def setBorrower(self, borrower):  
        self.__borrower = borrower  
  
    def getMonthlyPayment(self):  
        monthlyInterestRate = self.__annualInterestRate / 1200  
        monthlyPayment = \  
            self.__loanAmount * monthlyInterestRate / (1 - (1 /  
                (1 + monthlyInterestRate) ** (self.__numberOfYears * 12)))  
        return monthlyPayment  
  
    def getTotalPayment(self):  
        totalPayment = self.getMonthlyPayment() * \  
            self.__numberOfYears * 12  
        return totalPayment
```

Practice

(The Rectangle class) Following the example of the Circle class, design a class named Rectangle to represent a rectangle. The class contains:

- Two data fields named width and height.
- A constructor that creates a rectangle with the specified width and height.

The default values are 1 and 2 for the width and height, respectively.

- A method named getArea() that returns the area of this rectangle.
- A method named getPerimeter() that returns the perimeter.

Practice

(The Stock class) Design a class named Stock to represent a company's stock that contains:

- A private string data field named symbol for the stock's symbol.
- A private string data field named name for the stock's name.
- A private float data field named previousClosingPrice that stores the stock price for the previous day.
- A private float data field named currentPrice that stores the stock price for the current time.
- A constructor that creates a stock with the specified symbol, name, previous price, and current price.
- A get method for returning the stock name.
- A get method for returning the stock symbol.
- Get and set methods for getting/setting the stock's previous price.
- Get and set methods for getting/setting the stock's current price.
- A method named getChangePercent() that returns the percentage changed from previousClosingPrice to currentPrice.