

classes in classes, functions, and collections.

Week 9 | Lecture 3 (9.3)

if nothing else, write **#cleancode**.

# This Week's Content

- **Lecture 9.1**
  - More Containers and Advanced Functions
- **Lecture 9.2**
  - objects, classes, and methods
- **Lecture 9.3**
  - Classes in Classes, Functions, and Collections

# OOP Recap

- Everything in Python is an object.

Is **this** an instance  
of **this** class.



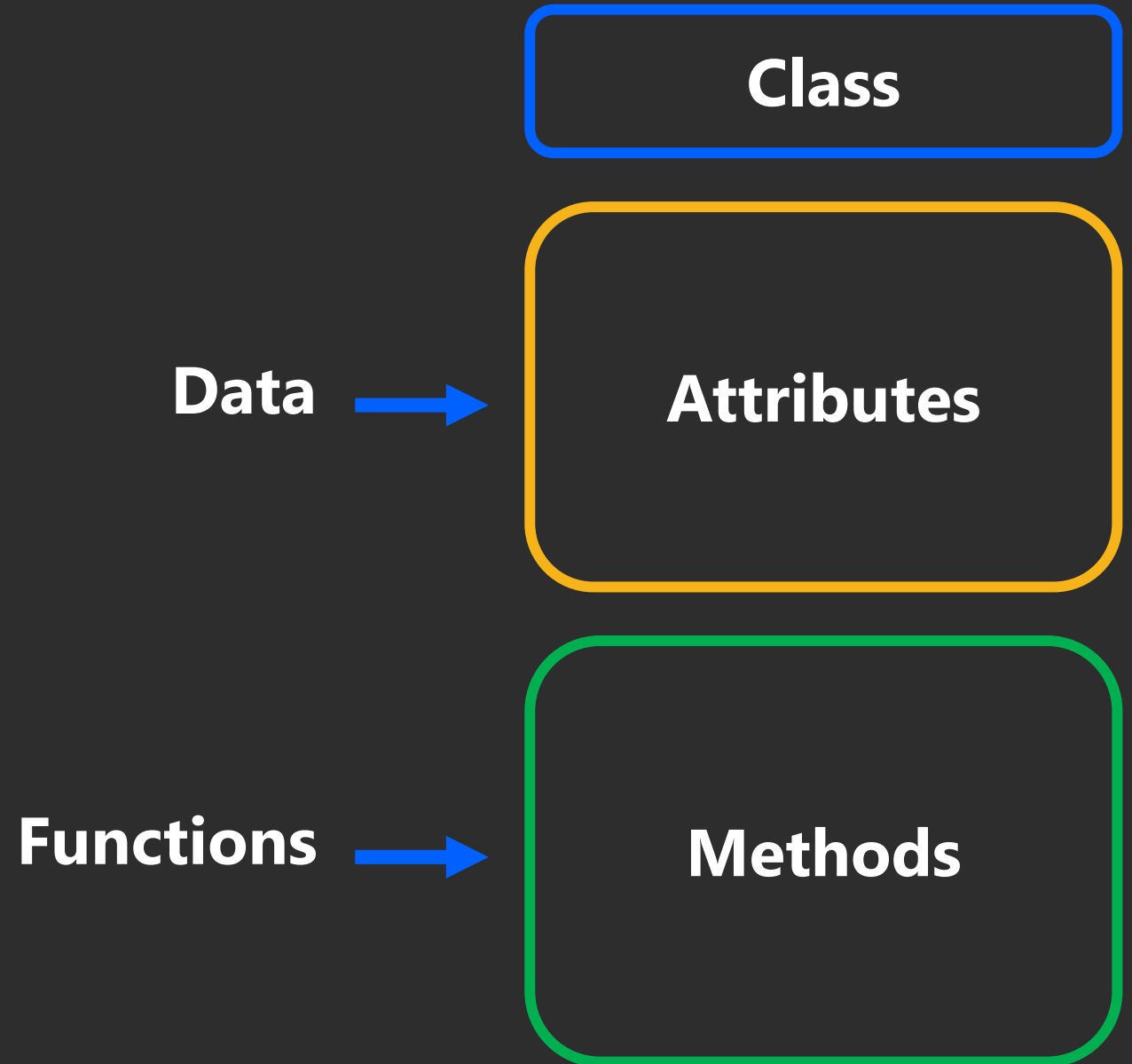
```
>>> isinstance(4, object)  
True
```

```
>>> isinstance(max, object)  
True
```

```
>>> isinstance("Hello", object)  
True
```

# OOP Recap

- A class can be thought of as a template for the objects that are instances of it.



# OOP Recap

Instances  
(objects) of the  
Turtle class.



name: Lucy  
x location: 24  
y location: 35



name: Susmit  
x location: 134  
y location: 45



name: Brian  
x location: 92  
y location: 62

**Turtle**

**name**  
**x location**  
**y location**

**move up**  
**move down**  
**move left**  
**move right**  
**go to**

# OOP Recap

- General form of a Class:
  - Class Name
    - CamelCase
    - CourseGrades
    - BankAccount
    - FlightStatus
    - XRayImage
  - Constructor
  - Methods

```
class Name:
```

```
    def __init__(self, param1, param2, ...):  
        self.param1 = param1  
        self.param2 = param2
```

```
    ...
```

```
    body
```

```
    def method1(self, parameters):  
        body
```

```
    def method2(self, parameters):  
        body
```

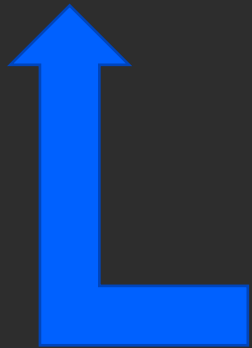
```
    def method3(self, parameters):  
        body
```

# OOP Recap

- **Instantiate:** Creating (constructing) an instance of a class.



```
alex = Turtle(0, 0)
```

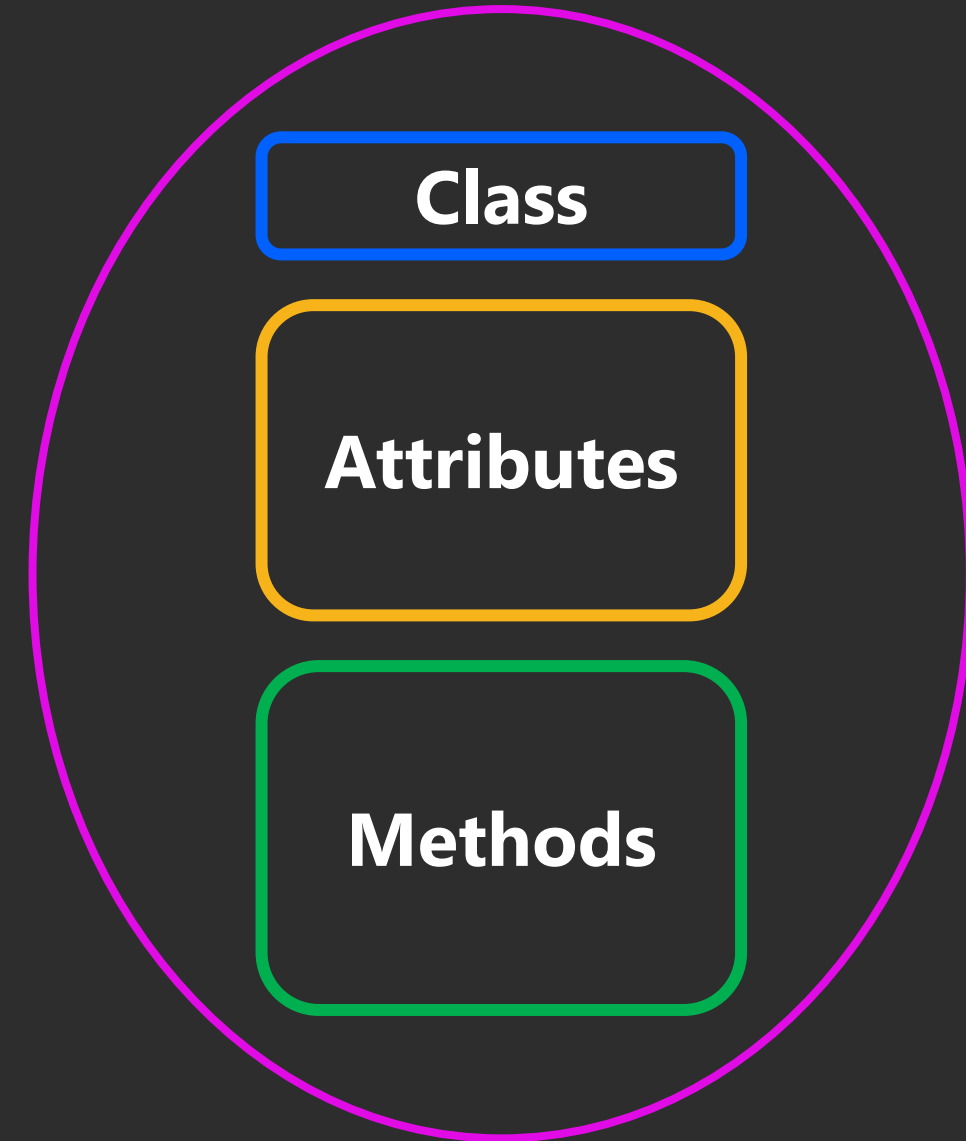


This is the process of instantiating.

# OOP Recap

- The core of object-oriented programming is the organization of the program by **encapsulating** related **data** and **functions** together in an object.
- Encapsulation permits objects to operate completely independently of each other as discrete and self-contained bunch of data and code.

## Encapsulation





# OOP Recap

- **self**
- Reference to the instance of the class inside of the class definition.

```
class Turtle:

    def __init__(self, x, y):
        self.x = x
        self.y = y

    def up(self):
        self.y += 1

    def goto(self, x, y):
        self.x = x
        self.y = y

    def get_position(self):
        return self.x, self.y
```

# OOP Recap

```
katia = Turtle(0, 0)
```

```
class Turtle:
```

```
    def __init__(katia, x, y):  
        katia.x = x  
        katia.y = y
```

```
    def up(katia):  
        katia.y += 1
```

```
    def goto(katia, x, y):  
        katia.x = x  
        katia.y = y
```

```
    def get_position(katia):  
        return katia.x, katia.y
```

# OOP Recap

```
ben = Turtle(0, 0)
```

```
class Turtle:
```

```
    def __init__(ben, x, y):  
        ben.x = x  
        ben.y = y
```

```
    def up(ben):  
        ben.y += 1
```

```
    def goto(ben, x, y):  
        ben.x = x  
        ben.y = y
```

```
    def get_position(ben):  
        return ben.x, ben.y
```

# OOP Recap

```
seb = Turtle(0, 0)
```

```
class Turtle:
```

```
    def __init__(seb, x, y):  
        seb.x = x  
        seb.y = y
```

```
    def up(seb):  
        seb.y += 1
```

```
    def goto(seb, x, y):  
        seb.x = x  
        seb.y = y
```

```
    def get_position(seb):  
        return seb.x, seb.y
```

# OOP Recap

- Because at the time of designing the class we don't know what these instance names will be, we just chose one.
  - **self**

```
class Turtle:

    def __init__(self, x, y):
        self.x = x
        self.y = y

    def up(self):
        self.y += 1

    def goto(self, x, y):
        self.x = x
        self.y = y

    def get_position(self):
        return self.x, self.y
```

# OOP Recap

- Although you do not technically need to use the word **self**, it is widely adopted and is recommended.
  - **this** (JavaScript, Java)
  - **instance**
  - **thing**
  - **self** ← Python Standard

(IDE Demo)

```
class Turtle:

    def __init__(self, x, y):
        self.x = x
        self.y = y

    def up(self):
        self.y += 1

    def goto(self, x, y):
        self.x = x
        self.y = y

    def get_position(self):
        return self.x, self.y
```

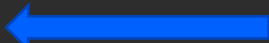
# OOP Recap

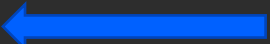
- Accessing attributes (Data) and methods (Functions) is different.

```
def my_func():  
    print("Hello")
```

`my_func` This function has not been called.

```
ben = Turtle(0, 0)
```

`ben.x`  An **Attribute** is like a variable.

`ben.up()`  A **Method** is a function, and we call functions using parentheses.

# OOP Recap

- Accessing attributes (Data) and methods (Functions) is different.

```
ben = Turtle(0, 0)
```

**x** ← Non-OOP

**up()** ← Non-OOP

```
def my_func():  
    print("Hello")
```

**my\_func** This function has  
not been called.



# OOP Recap

- Accessing attributes (Data) and methods (Functions) is different.

```
ben = Turtle(0, 0)
```

```
ben.x ← OOP
```

```
ben.up() ← OOP
```

```
def my_func():  
    print("Hello")
```

**my\_func** This function has not been called.

# OOP Recap

```
seb = Turtle(0, 0)
```



These parameters are passed to the constructor (the `__init__` method).

```
class Turtle:
```

```
    def __init__(self, x, y):  
        self.x = x  
        self.y = y
```

```
    def up(self):  
        self.y += 1
```

```
    def goto(self, x, y):  
        self.x = x  
        self.y = y
```

```
    def get_position(self):  
        return self.x, self.y
```

# OOP Recap

```
seb = Turtle()
```



Curved brackets are required to create an object.

```
class Turtle:
```

```
    def __init__(self):  
        self.x = x  
        self.y = y
```

```
    def up(self):  
        self.y += 1
```

```
    def goto(self, x, y):  
        self.x = x  
        self.y = y
```

```
    def get_position(self):  
        return self.x, self.y
```

# Review **Point** Class

- Our Point class from last lecture:
  - Contain data about the location of a Point instance.
  - Be able to calculate the distance between the Point instance and another point.
  - Be able to calculate distance between the Point and the origin.

Add new method

**Point**

**x**  
**y**

**distance between points**  
**distance from the origin**

# Review **Point** Class

- Our Point class from last lecture:
  - Contain data about the location of a Point instance.
  - Be able to calculate the distance between the Point instance and another point.
  - Be able to calculate distance between the Point and the origin.

**Open your  
notebook**

**Click Link:**

**1. Point Class**

# Methods **and** **self**

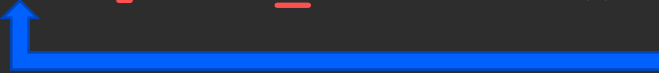
## Inside Class Definition

```
class Turtle:

    def __init__(self, x, y):
        self.x = x
        self.y = y

    def goto(self, x, y):
        body
        self.print_location()

    def print_location(self):
        print(self.x, self.y)
```



## Outside Class Definition

```
alex = Turtle(10, 12)

alex.print_location()
```



The instance variable name refers to the instance outside the class definition.

**self** refers to the instance inside the class definition.

# Methods and **self**

## Inside Class Definition

```
class Turtle:

    def __init__(self, x, y):
        self.x = x
        self.y = y

    def goto(self, x, y):
        body
        self.print_location()

    def print_location(self):
        print(self.x, self.y)
```

When defining a method, the first parameter refers to the instance being manipulated (**self**).

## Outside Class Definition

```
alex = Turtle(10, 12)

alex.print_location()
```

# Methods **and** **self**

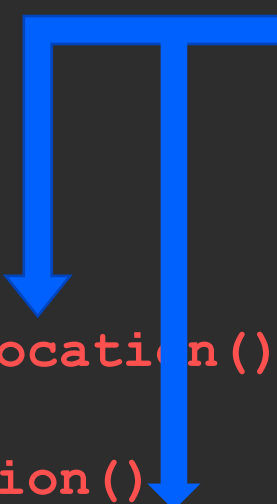
## Inside Class Definition

```
class Turtle:

    def __init__(x, y):
        self.x = x
        self.y = y

    def goto(x, y):
        body
        self.print_location()

    def print_location():
        print(self.x, self.y)
```



Why do we always  
need to pass in **self** as  
the first parameter of  
a method?

**Python** assumes you  
need to access **data**  
and/or **functions** of  
the object.

## Outside Class Definition

```
alex = Turtle(10, 12)

alex.print_location()
```



# Methods **and** **self**

## Inside Class Definition

```
class Turtle:

    def __init__(x, y):
        self.x = x
        self.y = y

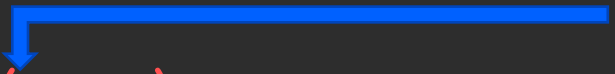
    def goto(x, y):
        body
        self.print_location()

    def print_location():
        print(self.x, self.y)
```

## Outside Class Definition

```
alex = Turtle(10, 12)

alex.print_location()
```



A common error is to omit the **self** argument as the first parameter of a method definition.

# Methods **and** **self**

## Inside Class Definition

```
class Turtle:

    def __init__(x, y):
        self.x = x
        self.y = y

    def goto(x, y):
        body
        self.print_location()

    def print_location():
        print(self.x, self.y)
```

## **TypeError:**

`print_location()`  
takes 0 positional  
arguments but 1  
was given.

A method call  
automatically  
inserts an instance  
reference as the  
first argument.

## Outside Class Definition

```
alex = Turtle(10, 12)

alex.print_location()
```



The error only occurs  
when you call the  
function.

Defining the methods  
without **self** will not  
cause an error.

# Methods **and** **self**

## Inside Class Definition

```
class Turtle:

    def __init__(x, y):
        self.x = x
        self.y = y

    def goto(self, x, y):
        body
        self.print_location()

    def print_location(self):
        print(self.x, self.y)
```

**A method call automatically inserts an instance reference as the first argument.**

## Outside Class Definition

```
alex = Turtle(10, 12)
alex.print_location()
```

Python does this for us.



The error only occurs when you call the function.

Defining the methods without **self** will not cause an error.

# Calling Methods

- There are two ways to call methods.
- **Method 1**
- One way is to access the method through the class name and pass in the object.
  - `class.method(instance_of_class)`
- **Method 2**
- The other is to use object-oriented syntax.
  - `instance_of_class.method()`

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**2. Calling Methods**

# Objects **and** Functions

- Functions and methods can return instances.
- For example, given two Point objects, what if you want to create a point halfway in between?

```
def calc_midpoint(self, point):
```

**body**

```
    return Point(x, y)
```

Add new method

**Point**

**x**  
**y**

distance between points  
distance from the origin  
**midpoint between points**

# Objects **and** Functions

- Functions and methods can return instances.
- For example, given two Point objects, what if you want to create a point halfway in between?

```
def calc_midpoint(self, point):  
    body  
    return Point(x, y)
```

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**3. Add Midpoint  
Method to Point  
Class**

# Variable Declarations Are Optional

- While we can assign each point to a variable, is not necessary.

- `p1 = Point(3, 4)`
  - `p2 = Point(5, 12)`
  - `p3 = p1.midpoint(p2)`

- Here is an alternative that uses no explicit variables.

- `p3 = Point(3, 4).halfway(Point(5, 12))`

↑  
Instance  
of Point

↑  
Instance  
of Point

↑  
Instance  
of Point

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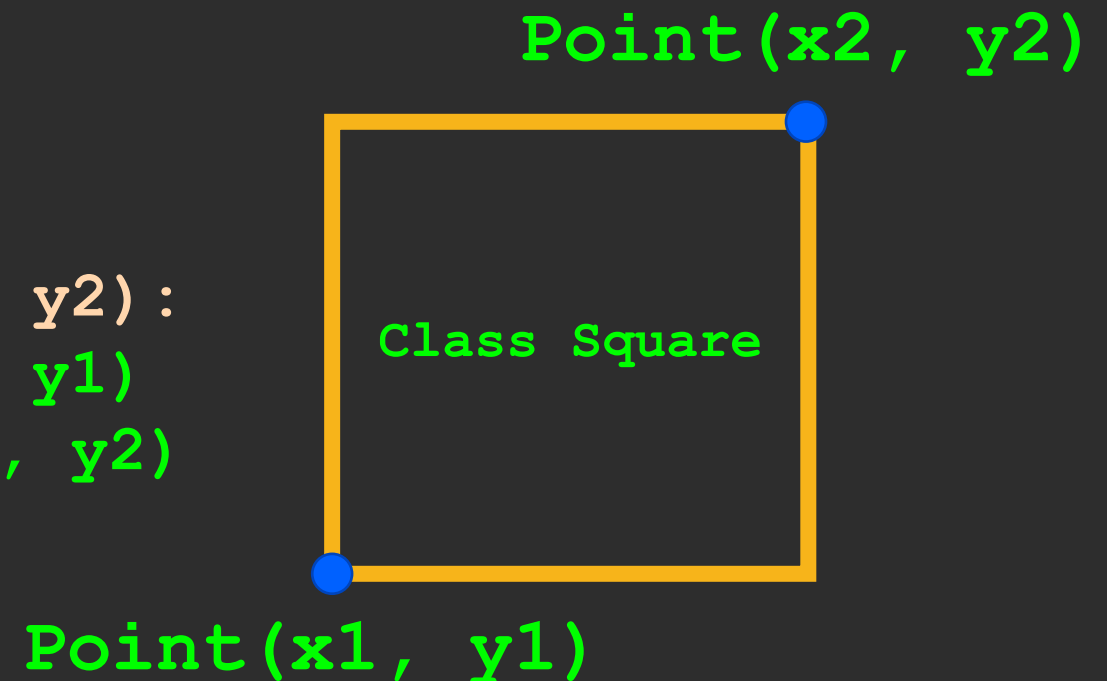
**4. Variable  
Declarations Are  
Optional**

# Objects as Data Attributes of Classes

- Objects are programmer-created data types that can be used just like other data types.
- In particular, the data in an object can be in the form of instances of other classes.

```
class Square:
```

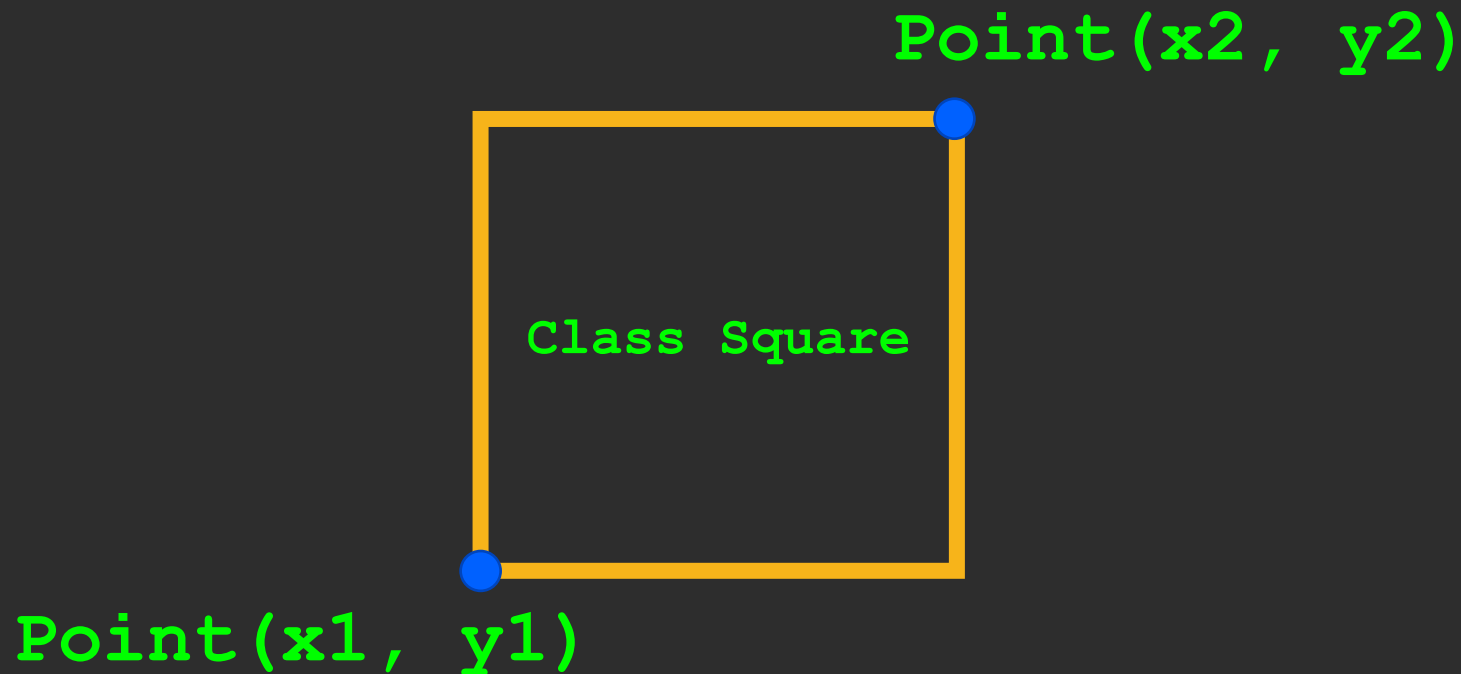
```
    def __init__(self, x1, x2, y1, y2):  
        self.lower_left = Point(x1, y1)  
        self.upper_right = Point(x2, y2)
```





# Objects as Data Attributes

- Create a Square class and use Point instances and attributes.



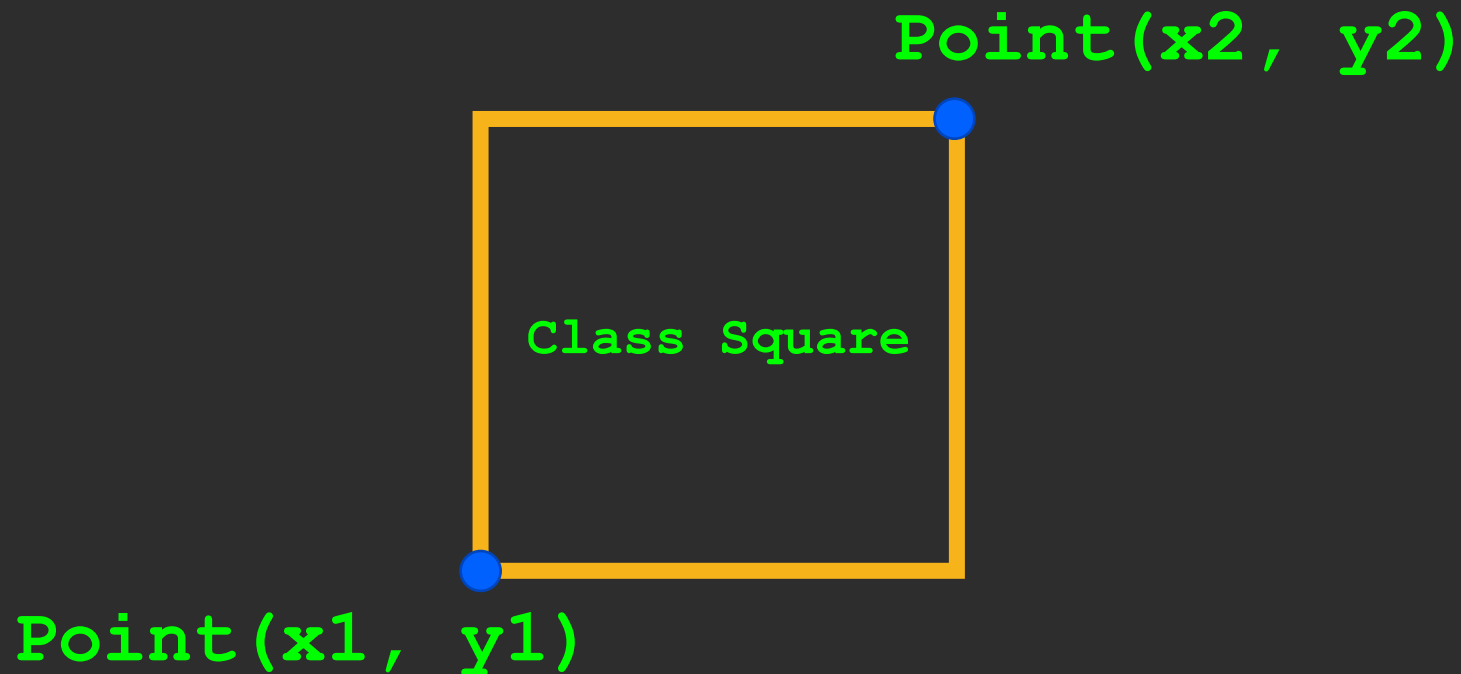
**Square**

**lower\_left  
upper\_right**

**calculate area  
calculate centre**

# Objects as Data Attributes of Classes

- Create a Square class and use Point instances and attributes.



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**5. Objects as Data Attributes of Classes**

# Objects In Collections

- Of course, you can put objects in Python collections like **lists**, **tuples**, etc.

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**6. Objects In  
Collections**

# Printing Attribute Information

- It would be nice to not have to write a `print` statement each time we want to display some attribute information.
  - `p = Point(3, 4)`
  - `print(p.x, p.y)`
- Is there some way we could encapsulate this process?
- It would be better if we could have a method take care of it.

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**7. Printing Attribute  
Information**

# Breakout Session 1

- Let's create a student class.

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**8. Printing Attribute  
Information**

# Patient Class

- What if you are writing a medical application that needs to keep track of patients and their data.
- Let's create a `PatientData` class.
- **Attributes**
  - `height_cm`
  - `weight_kg`
- **Methods**
  - `print_data()`

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**9. Patient Class**

classes in classes, functions, and collections.

Week 9 | Lecture 3 (9.3)

if nothing else, write **#cleancode**.