



# **Объектно-Ориентированное программирование на Python**

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# Инкапсуляция



# Публичные и служебные атрибуты

```
class MyClass:
    name: str
    _name: str
    __name: str

    def __init__(self, name: str) -> None:
        self.name = self._name = self.__name = name
```

```
>>> my_class = MyClass(name="name")
>>> print(my_class.name)
>>> print(my_class._name)
>>> print(my_class.__name)
```

name

name

AttributeError: 'MyClass' object has no attribute '\_\_name'

# Публичные и служебные атрибуты

```
class MyClass:
    name: str
    _name: str
    __name: str

    def __init__(self, name: str) -> None:
        self.name = self._name = self.__name = name
```

```
>>> my_class = MyClass(name="name")
>>> print(my_class.name)
>>> print(my_class._name)
>>> print(my_class._MyClass__name)
name
name
name
```

# getter n setter

```
class MyClass:
    _name: str

    def __init__(self, name: str) -> None:
        self._name = name

    def get_name(self) -> str:
        return self._name

    def set_name(self, new_name: str) -> str:
        self._name = new_name
```

# getter n setter

```
>>> my_class = MyClass(name="name")
>>> print(my_class.get_name())
>>> my_class.set_name("new_name")
>>> print(my_class.get_name())
name
new_name
```

# property getter

```
class MyClass:
    _name: str

    def __init__(self, name: str) -> None:
        self._name = name

    def get_name(self) -> str:
        print("get name")
        return self._name

name = property(get_name)
```

# property getter

```
>>> my_class = MyClass(name="name")
```

```
>>> print(my_class.name)
```

```
>>> my_class.name = "new_name"
```

```
>>> print(my_class.name)
```

```
get name
```

```
name
```

```
AttributeError: property ... has no setter
```



# property setter

```
class MyClass:
    _name: str

    def __init__(self, name: str) -> None:
        self._name = name

    def get_name(self) -> str:
        print("get name")
        return self._name

    def set_name(self, new_name: str) -> None:
        print("set name")
        self._name = new_name

name = property(get_name, set_name)
```

# property setter

```
>>> my_class = MyClass(name="name")  
>>> print(my_class.name)  
>>> my_class.name = "new_name"  
>>> print(my_class.name)
```

get name

name

set name

get name

new\_name

# @property

```
class MyClass:
    _name: str

    def __init__(self, name: str) -> None:
        self._name = name

    @property
    def name(self) -> str:
        print("get name")
        return self._name

    @name.setter
    def name(self, new_name: str) -> None:
        print("set name")
        self._name = new_name
```



# @property

```
>>> my_class = MyClass(name="name")  
>>> print(my_class.name)  
>>> my_class.name = "new_name"  
>>> print(my_class.name)  
>>> print(my_class._name)
```

get name

name

set name

get name

new\_name

new\_name



# Наследование



# Наследование

**идентификатор**

**родительские  
классы**

```
class MyClass(object):  
    statement1  
    statement2  
    ...
```

**тело  
класса**



# Множественное наследование

**идентификатор**

**родительские  
классы**

```
class MyClass(Parent1, Parent2):  
    statement1  
    statement2  
    ...
```

**тело  
класса**

# Проблема ромба

```
class Parallelogram:
    def area(self) -> None:
        print("parallelogram area")

class Rectangle(Parallelogram):
    def area(self) -> None:
        print("rectangle area")

class Rhombus(Parallelogram):
    def area(self) -> None:
        print("rhombus area")

class Square(Rectangle, Rhombus):
    pass
```

# Проблема ромба

```
>>> square = Square()  
>>> square.area()
```

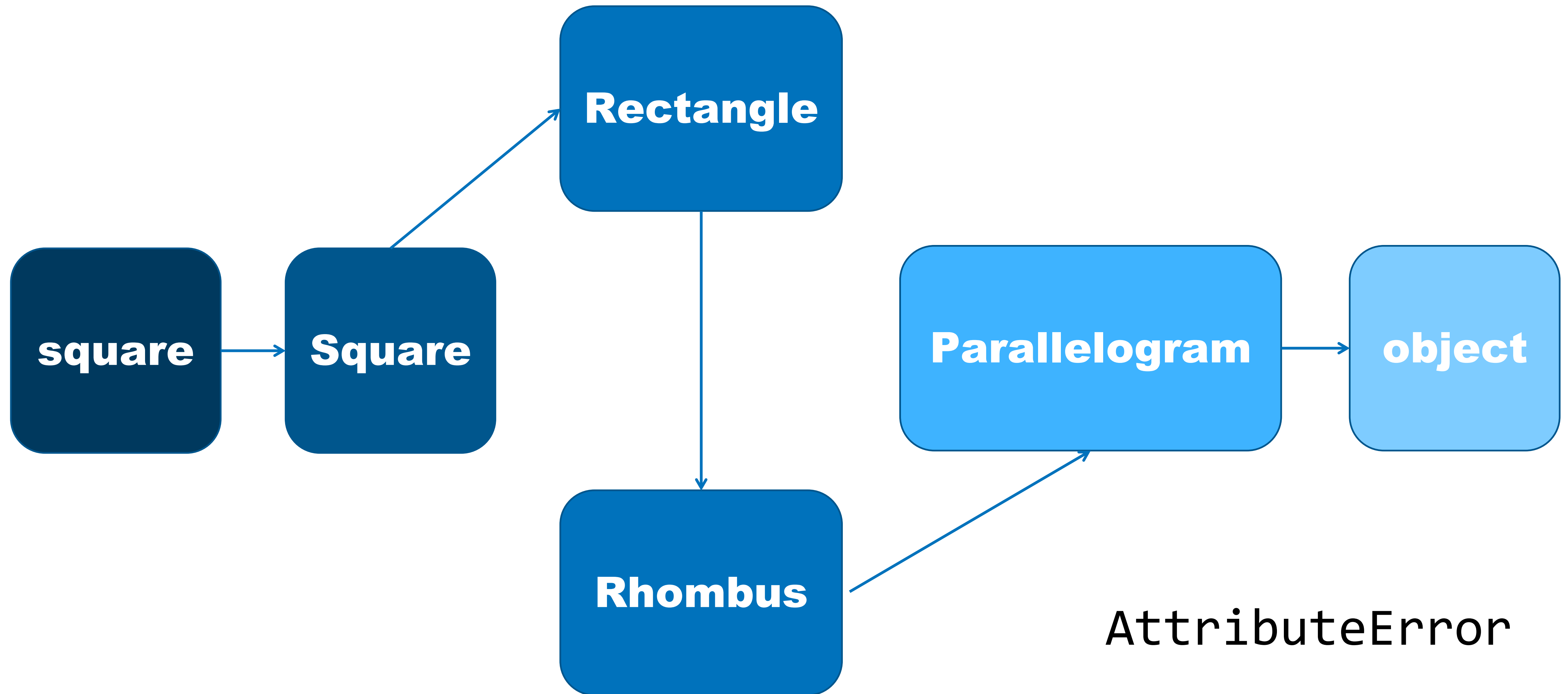




# Проблема ромба

```
>>> square = Square()  
>>> square.area()  
rectangle area
```

# MRO



# **\_\_mro\_\_**

```
>>> print(Square.__mro__)  
(  
    <class '__main__.Square'>,  
    <class '__main__.Rectangle'>,  
    <class '__main__.Rhombus'>,  
    <class '__main__.Parallelogram'>,  
    <class 'object'>  
)
```



# Зачем нужен super?

```
class Parallelogram:
    def area(self) -> None:
        print("parallelogram area")
```

```
class Rectangle(Parallelogram):
    def area(self) -> None:
        print("rectangle area")
```

```
class Rhombus(Parallelogram):
    def area(self) -> None:
        print("rhombus area")
```

```
class Square(Rectangle, Rhombus):
    def area(self) -> None:
        Rectangle.area(self)
        print("square area")
```

# Зачем нужен super?

```
>>> square = Square()  
>>> square.area()  
rhombus area  
square area
```

# super

```
class Parallelogram:
    def area(self) -> None:
        print("parallelogram area")

class Rectangle(Parallelogram):
    def area(self) -> None:
        print("rectangle area")

class Rhombus(Parallelogram):
    def area(self) -> None:
        print("rhombus area")

class Square(Rectangle, Rhombus):
    def area(self) -> None:
        super().area()
        print("square area")
```

# super

```
>>> square = Square()  
>>> square.area()  
rhombus area  
square area
```

# super и `__init__`

```
class Parent:
    def __init__(self) -> None:
        print("init Parent")

class ChildWrong(Parent):
    def __init__(self) -> None:
        print("init ChildWrong")

class ChildNaive(Parent):
    pass

class ChildGood(Parent):
    def __init__(self) -> None:
        print("init ChildGood")
        super().__init__()
```



# super и \_\_init\_\_

```
>>> child_wrong = ChildWrong()
>>> child_naive = ChildNaive()
>>> child_good = ChildGood()
init ChildWrong
init Parent
init ChildGood
init Parent
```

# `__init__` и множественное наследование

```
class A:  
    def __init__(self) -> None:  
        print("init A")
```

```
class B:  
    def __init__(self) -> None:  
        print("init B")
```

```
class C(A, B):  
    def __init__(self) -> None:  
        super().__init__()  
        print("init C")
```

```
>>> c_instance = C()  
init A  
init C
```

# `__init__` и множественное наследование

```
class A:  
    def __init__(self) -> None:  
        print("init A")
```

```
class B:  
    def __init__(self) -> None:  
        print("init B")
```

```
class C(A, B):  
    def __init__(self) -> None:  
        A.__init__(self)  
        B.__init__(self)  
        print("init C")
```

# **\_\_init\_\_ и множественное наследование**

```
>>> c_instance = C()  
init A  
init B  
init C
```



# Полиморфизм



# Полиморфизм и протоколы

```
>>> list_ = list(range(5))
>>> tuple_ = tuple(range(4))
>>> set_ = set(range(3))
>>> dict_ = {i: i for i in range(2)}
>>> print(len(list_))
>>> print(len(tuple_))
>>> print(len(set_))
>>> print(len(dict_))
```

5

4

3

2



# Полиморфизм и наследование

```
class Parallelogram:  
    def area(self) -> None:  
        print("parallelogram area")
```

```
class Rectangle(Parallelogram):  
    def area(self) -> None:  
        print("rectangle area")
```

```
class Rhombus(Parallelogram):  
    def area(self) -> None:  
        print("rhombus area")
```

# Полиморфизм и наследование

```
>>> polygons = [Parallelogram(), Rectangle(), Rhombus()]  
>>> for polygon in polygons:  
...     polygon.area()
```

```
parallelogram area  
rectangle area  
rhombus area
```

# singledispatch

```
from functools import singledispatch
```

```
@singledispatch
def func(arg: int) -> None:
    print(f"given number: {arg}")
```

```
@func.register
def _(arg: str) -> None:
    print(f"given string: {arg}")
```

```
>>> func("1")
>>> func(1)
given string: 1
given number: 1
```

# singledispatchmethod

```
from functools import singledispatchmethod
```

```
class Negative:
```

```
    @singledispatchmethod
```

```
    def negative(self, arg: int, /) -> int:
```

```
        print("integer")
```

```
        return -arg
```

```
    @negative.register
```

```
    def _(self, arg: bool, /) -> bool:
```

```
        print("bool")
```

```
        return not arg
```

# singledispatchmethod

```
>>> negative = Negative()  
>>> print(negative.negative(1))  
>>> print(negative.negative(True))  
integer  
-1  
bool  
False
```



# Абстракция





# Интерфейсы

```
import abc
```

```
class Polygon(abc.ABC):  
    @abc.abstractmethod  
    def get_area(self) -> float:  
        pass
```

```
class Square(Polygon):  
    _side_len: float  
  
    def __init__(self, side_len: float = 1) -> None:  
        self._side_len = side_len
```

```
>>> square = Square()  
TypeError: ...
```

# Интерфейсы

```
import abc
```

```
class Polygon(abc.ABC):  
    @abc.abstractmethod  
    def get_area(self) -> float:  
        pass
```

```
class Square(Polygon):  
    def get_area(self) -> float:  
        print("square area")
```

```
>>> square = Square()  
>>> square.get_area()  
square area
```



# Семинар

