# Class, Object & Method

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# Agenda

Object Oriented Programing (OOP)

Classes

Objects

Introducing Method

**Default Constructors** 

Parameterized Constructor

Pass Statement

Intro to Inheritance

Single Inheritance

Hierarchical Inheritance

Multilevel Inheritance

Multiple Inheritance

Method Overloading

Method Overriding

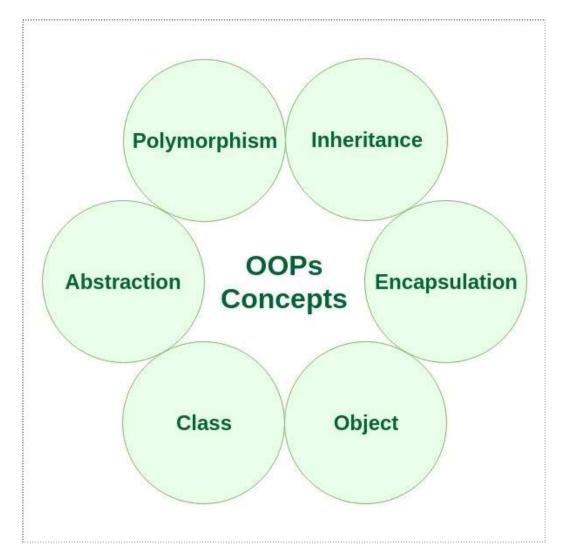
Encapsulation

Polymorphism

### Object Oriented Programing (OOP)

Object-oriented programming (OOP) is a computer programming model that organizes software design around data, or objects, rather than functions and logic. An object can be defined as a data field that has unique attributes

and behavior.



#### Classes

Classes are user-defined data types that act as the blueprint for individual objects, attributes and methods

An example of a class is the class Student. Students usually have a roll and gpa; these are attributes.

class student :
roll= ""
gpa = ""

#### Objects

An Object is an instance of a Class. A class is like a blueprint while an instance is a copy of the class with actual values.

```
kamal = student()
kamal.roll = 10
kamal.gpa = 3.75
print(f"Roll ={kamal.roll}, GPA={kamal.gpa}")
```

#### Introducing Method

A method is a function that "belongs to" an object.

```
class student:
  def set_value(self, a, b):
    self.roll = a
    self.gpa = b
  def display(self):
     print(f"Roll ={self.roll}, GPA={self.gpa}")
kamal = student()
kamal.set_value(10, 3.75)
kamal.display()
```

#### **Default Constructors**

Constructors are generally used for instantiating an object

```
class student:
    def __init__(self):
        self.section="A"

    def display(self):
        print(f"section = {self.section}")

kamal = student()
kamal.display()
```

#### Parameterized Constructors

Constructors are generally used for instantiating an object

```
class student:
    def __init__(self, roll, gpa):
        self.roll=roll
        self.gpa=gpa

def display(self):
    print(f"Roll ={self.roll}, GPA={self.gpa}")

kamal = student(10, 3.75)
kamal.display()
```

#### **Pass Statement**

Create a placeholder for future code:

class Person: pass

def myfunction():
pass

#### Intro to Inheritance

Inheritance allows us to define a class that inherits all the methods and properties from another class.

**Parent class** is the class being inherited from, also called base class. **Child class** is the class that inherits from another class, also called derived class.

#### **Parent class**

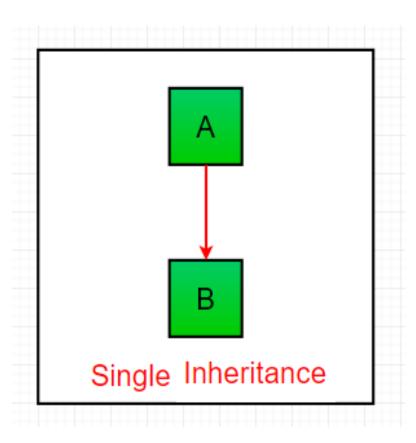
```
class Person:
    def __init__(self, fname, lname):
        self.firstname = fname
        self.lastname = lname

    def printname(self):
        print(self.firstname, self.lastname)
```

#### **Child class**

```
class Student(Person):
    pass
#-----
y = Student("Abul", "Hossain")
y.printname()
```

# Single Inheritance

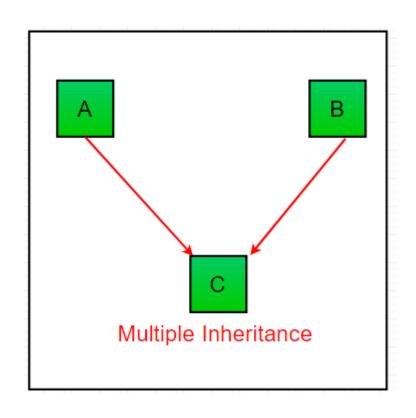


```
class A:
    def display1(self):
        print("This is class A")

class B(A):
    def display2(self):
        print("This is class B")

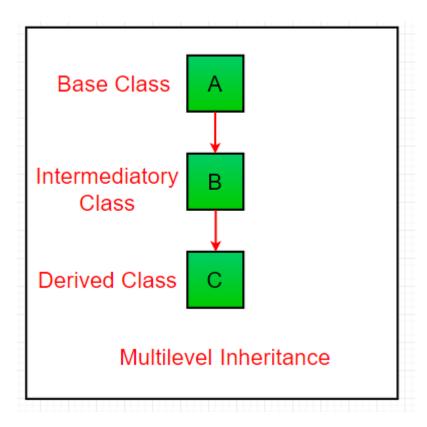
objB = B()
objB.display1()
objB.display2()
```

# Multiple Inheritance



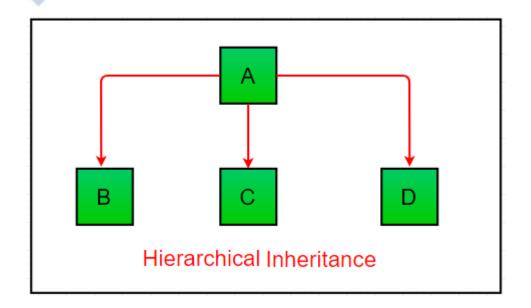
```
class A:
  def display1(self):
     print("This is class A")
class B:
  def display2(self):
     print("This is class B")
class C(A, B):
  def display3(self):
     print("This is class C")
objC = C()
objC.display1()
objC.display2()
objC.display3()
```

#### Multilevel Inheritance



```
class A:
  def display1(self):
    print("This is class A")
class B(A):
  def display2(self):
    print("This is class B")
class C(B):
  def display3(self):
    print("This is class C")
objC = C()
objC.display1()
objC.display2()
objC.display3()
```

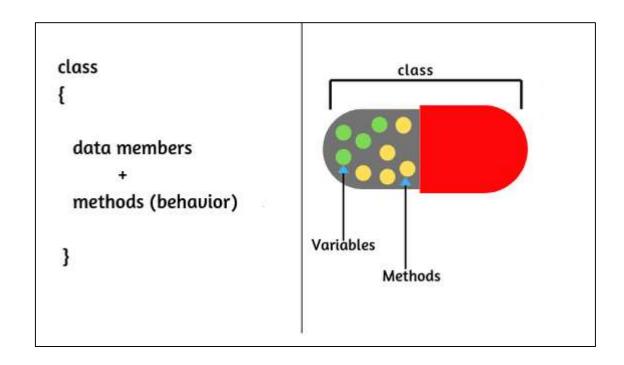
#### Hierarchical Inheritance



```
class Parent: # Base class
   def func1(self):
     print("This function is in parent class.")
class Child1(Parent): # Derived class1
   def func2(self):
     print("This function is in child 1.")
class Child2(Parent): # Derivied class2
   def func3(self):
     print("This function is in child 2.")
# Driver's code
object1 = Child1()
object2 = Child2()
object1.func1()
object1.func2()
object2.func1()
object2.func3()
```

# Encapsulation

Encapsulation in Python describes the concept of bundling data and methods within a single unit. So, for example, when you create a class, it means you are implementing encapsulation.



# Polymorphism

Polymorphism is taken from the Greek words Poly (many) and morphism (forms). It means that the same function name can be used for different types.

```
#Built in Polymorphic function
print(len("Aksadur Rahman"))
print(len([10, 20, 30]))

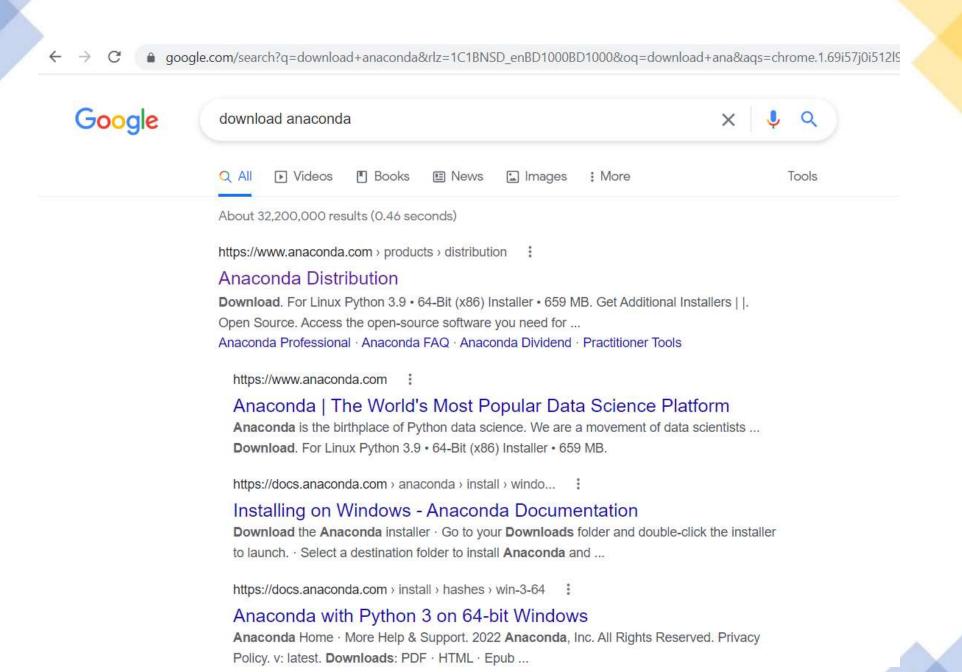
#User define polymorphic function
def add(x, y, z=0):
    return x+y+z

print(add(30, 20))
print(add(10, 30, 20))
```

# Data Analysis using NumPy

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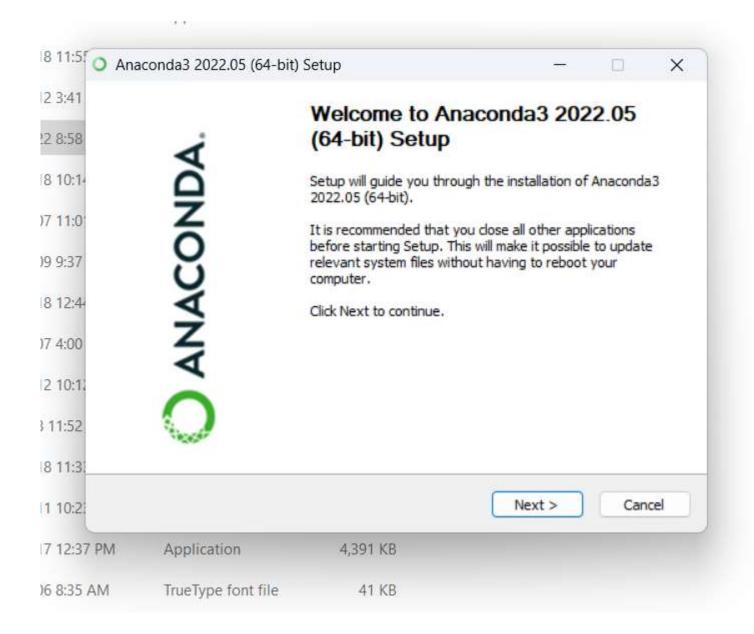
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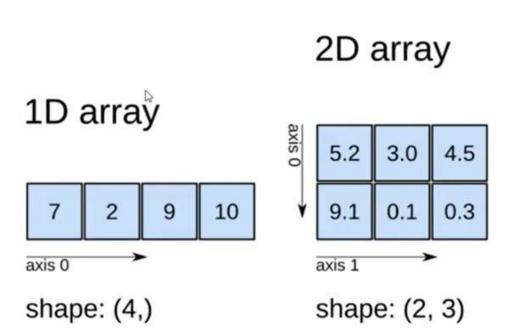
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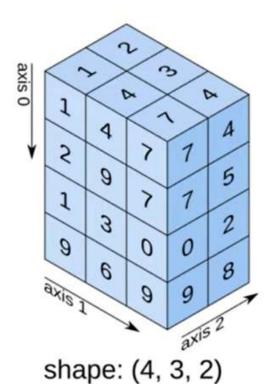
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# **Numpy Array**



#### 3D array



# **Numpy Array**

Scalar Vector Matrix Tensor

 $\begin{bmatrix}
1 \\
2
\end{bmatrix}
\begin{bmatrix}
1 \\
2
\end{bmatrix}
\begin{bmatrix}
1 \\
3 \\
4
\end{bmatrix}
\begin{bmatrix}
1 \\
1 \\
7
\end{bmatrix}
\begin{bmatrix}
5 \\
4
\end{bmatrix}$ 

#### Similarities between list and Numpy array:

Storing Data

Can be Indexed

Mutable

Slicing Operation

#### Difference between list and Numpy array:

List: Different Datatypes [1, 2.1, "a", 1]

Array: Similar Datatypes [1,2,3,4]

Numpy Array: Install Numpy

List: Built\_in

A list cannot directly handle a mathematical operations, while array can

```
In [26]: list = [0,1,2]
In [27]: list*2
Out[27]: [0, 1, 2, 0, 1, 2]
In [28]: arr = np.array([0,1,2])
In [29]: arr*2
Out[29]: array([0, 2, 4])
```

#### An array consumes less memory than a list

```
In [41]: # importing system module
import sys

In [43]: list
Out[43]: [0, 1, 2]

In [35]: sys.getsizeof(list)
Out[35]: 80

In [44]: arr
Out[44]: array([0, 1, 2])

In [40]: arr.itemsize
Out[40]: 4
```

Using an array is faster than a list

A list is easier to modify