# COEN 5830, Fall 2024 Introduction to Robotics Lecture 6 Object-Oriented Programming 2 Encapsulation and Inheritance

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#### Administrative



- Can you access the Robotics Seminar recordings?
- HW1 Posted on Canvas, due 9/17 at 11:59pm
  - Please answer all questions in a **single** .py file

# Encapsulation



- A client is a program which uses a class (or instances of classes)
- A class offers **services** to clients through which objects are accesses
  - The use of classes should be as simple as possible from the client's perspective
  - The integrity of any object is always preserved (state of object remains acceptable)
- The integrity of an object typically implies that attributes are of an acceptable nature.
- **Encapsulation** is one way of ensuring the **integrity** of objects by **hiding** attributes and/or methods from the client. Rather provide the client with a suitable **service** that for access.



## **Encapsulation - Getters and Setters**



- Getter A method dedicated to returning the value of an attribute
- Setter A method dedicated to setting the value of an attribute

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```
class Wallet:
    def __init__(self):
        self.__money = 0
   # A getter method
   @property
   def money(self):
        return self.__money
   # A setter method
    @money.setter
    def money(self, money):
        if money >= 0:
            self.__money = money
```

```
wallet = Wallet()
print(wallet.money)

wallet.money = 50
print(wallet.money)

wallet.money = -30
print(wallet.money)
```

The client does not know that they are using getter and setter methods here. It just looks like they are accessing attributes directly.

# Class Hierarchies (Inheritance)

• Sometimes you define a class, but then realize you need special traits for some, but not all instances of the same class.

```
class Student:

def __init__(self, name: str, id: str, email: str, credits: str):
    self.name = name
    self.id = id
    self.email = email
    self.credits = credits

class Teacher:

def __init__(self, name: str, email: str, room: str, teaching_years: int):
    self.name = name
    self.email = email
    self.room = room
    self.teaching_years = teaching_years
```

# Class Hierarchies (Inheritance)

- Sometimes you define a class, but then realize you need special traits for some, but not all instances of the same class.
  - We already know it's a bad idea to define class traits in our main program outside of the class definition
  - It also does not make sense to combine the two classes together, as some traits would not be used by some objects

```
class Student:

    def __init__(self, name: str, id: str, email: str, credits: str):
        self.name = name
        self.id = id
        self.email = email
        self.credits = credits

class Teacher:

    def __init__(self, name: str, email: str, room: str, teaching_years: int):
        self.name = name
        self.email = email
        self.room = room
        self.teaching_years = teaching_years
```

Inheritance helps us solve this problem. It allows child classes to inherit traits from parent classes. In addition to inherited traits, the child class can also have its own unique traits.

#### **Access Modifiers**

- Traits defined as private in parent classes are not directly accessible in child classes.
- Protected traits are accessible to derived child classes, but still not available to clients that use the classes

Access modifier	Example	Visible to client	Visible to derived class
Public	self.name	yes	yes
Protected	selfname	no	yes
Private	selfname	no	no

**Protected** traits are defined using a single underscore. Note that this is merely a naming convention and these traits are technically still available to clients. It is considered bad practice for clients to access these traits though.