

Today: Object Oriented Programming & Sorting Algorithms

I. Object Oriented Programming

: A common concept in any modern programming languages; Approach that grew out of a need to handle the increasing complexity of programming.

: A point of view that a program is a set of objects, where each object can interact with other program objects to accomplish the programmer's goal.

Each object (**noun**) will

- have some number of attributes that are stored within the object. (**adjectives**)
- respond to some methods that are particular to that kind (**class**) of object (e.g., move forward, print) (**verb**)

A. Instance v.s. Class

- **class** is a template for making a new object
 - built-in classes we've been using are `int`, `str`, `bool`, `list`, `float`, etc.
- Object made by a class template is called an **instance** of that class
 - Literal `3` is an instance of the `int` class, `"Hello"` is an instance of the `str` class

B. Defining class

```
class ClassName():  
    def anymethods you need
```

C. Defining methods within class

- 1) `__init__(self, any other parameters...)`
 - Acts as constructor, or initializer, when class is invoked during object creation
 - `self` is usually written as a parameter in the method definition so that it can be referenced to initialize instance variables
 - However, when the constructor is actually invoked, `self` is not specified as an argument; only the arguments after that are specified
- 2) `__str__(self)`
 - function that specifies what string should be printed when the instance object is called in the `print` function
 - Again, `self` is a parameter only written in the method definition
 - The method is called whenever you have commands like `print objectName`
- 3) Any additional user created methods

** Let's see the Card class as an example.

D. built-in `isinstance(object, class)` function

- the `isinstance` function can be called on every instance of any class
- It returns a true if the object is an instance of the class specified as the explicit argument
- Returns a false if it is not

E.g. Summing up everything so far

```
class Student():  
    def __init__(self, first='', last='', id=0):
```

```
self.firstname_str = first
self.lastname_str = last
self.id_int = id

def update(self, first='', last='', id=0):
    if first:
        self.firstname_str = first
    if last:
        self.lastname_str = last
    if id:
        self.id_int = id

def __str__(self):
    # print "In str method"
    return "{} {}, ID:{}".format(self.firstname_str, self.lastname_str, self.id_int)

s1 = Student(); #blank constructor (everything will be default)
s1.update('Kelly','Ryu',2362)
print s1

s2 = Student('Kelly','Ryu',2362) #constructor initializing instance var's
print s2

s3 = Student('Kelly') #only specified first keyword argument
print s3

if (isinstance(s1,Student)):
    print str(s1)+" is a student"
```

Result:

```
Kelly Ryu, ID:2362      #s1
Kelly Ryu, ID:2362      #s2
Kelly , ID:0           #s3 (last name is an empty string, ID is default 0)
Kelly Ryu, ID:2362 is a student #if statement was true
```

E. Calling on user defined classes in other files (e.g. Card, Deck class)

- Make sure current file and class file is in the same directory
- In current file, first thing to do is write: `from classFileName import ClassName`
- So it's easiest for you even you save the class file as the same name as the class
- No quotations around anything in the from, import statement above

II. Sorting Algorithms (Everything here is in pseudocode)

- A. **SELECTION SORT:** "search and swap" approach to sort a collection. For each pass through the collection, the algorithm finds the smallest element to be sorted and swaps it with the first unsorted element in the collection.

```
for i = 1 to (n-1)
    locmin=i
```

```
for j=i+1 to n
  if (A[locmin] > A[j])
    locmin=j
exchange(A[locmin], A[i])
```

- B. INSERTION SORT:** Separate list into sorted and unsorted portion. Take first unsorted element and find its place in the sorted section

```
for j=2 to n
  temp = A[j]
  i=j-1
  while (i > 0 and A[i] > temp)
    A[i+1]=A[i]
    i=i-1
  A[i+1]=temp
```