

# Object-Oriented Programming

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## Namespace: How does it work?

```
>>> def print_int(int):  
...:     print('Here is an integer: %s' %int)  
...:
```

- Although `int` is a built-in name, the function first searches local scope.

# Namespace: How does it work?

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```

- Although `int` is a built-in name, the function first searches local scope.
- But, do not do this!

## Namespace: How does it work?

```
#Function that returns the product of random draws from a  
...: uniform distribution
```

```
>>> def random_product(lower, upper):  
...:     random1  
...:     random2  
...:     return random1*random2  
...:
```

```
>>> print(random_product(0,1))
```

## Namespace: How does it work?

```
#We need to define random1 and random2
```

```
#We need to import the random module
```

```
>>> import random
```

```
>>> def random_product(lower, upper):  
...:     random1=uniform(lower,upper)  
...:     random2=uniform(lower,upper)  
...:     return random1*random2  
...:  
...:
```

```
>>> print(random_product(0,1))
```

```
#NameError: global name 'uniform' is not defined
```

## Namespace: How does it work?

#We need to add the module name before the global name

```
>>> import random
```

```
>>> def random_product(lower,upper):  
...:     random1=random.uniform(lower, upper)  
...:     random2=random.uniform(lower, upper)  
...:     return random1*random2  
...:  
...:
```

```
>>> print(random_product(0,1))
```

## Namespace: How does it work?

#Alternatively, we can import a particular function

```
>>> from random import uniform
```

```
>>> def random_product(lower,upper)
```

```
>>> def random_product(lower,upper):  
...:     random1=uniform(lower, upper)  
...:     random2=uniform(lower, upper)  
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- Classes helps you create objects with
  - ▶ certain attributes
  - ▶ ability to perform certain functions.
- An instance is a particular realization of a class.

# Class and Instance: How to do it?

```
#Create a class

class human(object):

    latin_name='homo sapien' #Attribute for the class

#Create an instance of a class and name it 'me'.

me=human()
```

# Class and Instance: How to do it?

```
class human(object):  
  
    latin_name='homo sapien' #Attribute for the class  
  
    #Add attributes for the instances.  
    def __init__(self, age, sex, name): #initializer or constructor  
        self.age = age  
        self.name = name  
        self.sex = sex
```

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```
class human(object):

    latin_name='homo sapien' #Attribute for the class

    #Add attributes for the instances.
    def __init__(self, age, sex, name=None): #initializer or constructor
        self.age = age
        self.name = name
        self.sex = sex

    #Add some functions

    def speak(self, words):
        return words

    def introduce(self):
        if self.sex=='Female': return self.speak("Hello, I'm Ms. %s" % self.name)
        elif self.sex=='Male': return self.speak("Hello, I'm Mr. %s" % self.name)
        else: return self.speak("Hello, I'm %s" % name)
```

`dir(human)` lists all the methods of the class.

# Inheritance and Polymorphism

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- Polymorphism adapts a given method of a class to its sub-classes.
- Keep it DRY