

# Introduction to Python: Object Oriented Programming

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# Lightning Talks

Lightning Talks today:

Brett and Matt

## Review of Previous Class

- Built an HTTP server
- Very basics of sockets
- Basics of HTTP protocol
- Got a server working (even proto-CGI!)

review of my `http_serve8.py`

# Object Oriented Programming

More about Python implementation than OO design/strengths/weaknesses

One reason for this:  
Folks can't even agree on what OO “really” means

The Quarks of Object-Oriented Development - Deborah J. Armstrong:

<http://agp.hx0.ru/oop/quarks.pdf>

# Object Oriented Programming

Is Python a “True” Object-Oriented Language?

(Doesn't support full encapsulation, doesn't require objects, etc...)

# Object Oriented Programming

I don't Care!

Good software design is about code-reuse, clean separation of concerns, refactorability, testability, etc...

OO can help with all that, but:

- it doesn't guarantee it
- it can get in the way

# Object Oriented Programming

Python is a Dynamic Language

That clashes with “pure” OO

Think in terms of what makes sense for you project  
– not any one paradigm of software design.



# Object Oriented Programming

OO for this class:

“Objects can be thought of as wrapping their data within a set of functions designed to ensure that the data are used appropriately, and to assist in that use”

[http://en.wikipedia.org/wiki/Object-oriented\\_programming](http://en.wikipedia.org/wiki/Object-oriented_programming)

# Object Oriented Programming

Even simpler:

Objects are data and the functions that act on them  
in one place.

In Python: just another namespace.

# Object Oriented Programming

The OO buzzwords:

- data abstraction
- encapsulation
- messaging
- modularity
- polymorphism
- inheritance

# Object Oriented Programming

You can do OO in C  
(see the GTK+ project)

“OO languages” give you some handy tools to make it easier (and safer).

- polymorphism (duck typing gives you this anyway)
- inheritance

# Object Oriented Programming

OO is the dominant model for the past couple decades

You will need to use it:

- It's a good idea for a lot of problems
- You'll need to work with OO packages

# Object Oriented Programming

## Some definitions

- class** A category of objects: particular data and behavior:  
A circle (same as a type in python)
- instance** A particular object of a class: a specific circle
- object** the general case of a instance – really any value  
(in Python anyway)
- attribute** something that belongs to an object (or class) –  
generally thought of as a variable, or single object, as  
apposed to a ...
- method** a function that belongs to a class

# Python Classes

## The class statement

class creates a new type object:

```
In [4]: class C(object):  
        pass  
        ...:
```

```
In [5]: type(C)
```

```
Out[5]: type
```

It is created when the statement is run – much like def

(note on “new style” classes)

# Python Classes

## Note about the book (TP):

Chapters 15 and 16 use a style that generally isn't recommended:

```
In [6]: class Point(object):  
...:     pass  
In [7]: p = Point()  
In [8]: p.x = 4  
In [9]: p.y = 2
```

Python is Dynamic – you can do this, but you generally want more structure, defaults, etc.

(it used to be a quick and dirty "struct" – but use a named tuple now)



# Python Classes

## Basic Structure

```
class Point(object):  
#( everything defined in here is in the class namespace)  
    def __init__(self, x, y):  
        self.x = x  
        self.y = y  
  
## create an instance of that class  
p = Point(3,4)  
  
## access the attributes  
print "p.x is:", p.x  
print "p.y is:", p.y  
  
see: simple_class in code dir
```

# Python Classes

## The Initializer

The `__init__` special method is called when a new instance of a class is created.

You can use it to do any set-up you need

```
class Point(object):  
    def __init__(self, x, y):  
        self.x = x  
        self.y = y
```

It gets the arguments passed to the class constructor

# Python Classes

## self

The instance of the class is passed as the first parameter for every method.

“self” is only a convention – but you DO want to use it.

```
class Point(object):  
    def a_function(self, x, y):  
    ...
```

Does this look familiar from C-style procedural programming?