Python Module 2: Introduction

- Purpose:
  - Model Real World Entities
  - Write Modular Code
  - Working With Errors/Exception
  - Handling Data from Websites
  - Maintaining Code Repositories

- Expectation from Learners:
  - 75% + Attendance
  - 85% PSP → Assignments (mandatory)
    → Additional/HW (optional)

- At the end of Module:
  - Module Test (90 mins)
    - MCQ
    - +
    - Coding
    - cutoff to pass (70/100)
  - Mock Interview

Important Links

- Git: https://github.com/SachinScaler/July24Python2/
- Whatsapp Group

Instructor Details

- WhatsApp Number: 8586836627
- LinkedIn: https://in.linkedin.com/in/sachin-kaushik

Module Overview

1. **Object Oriented Programming**
   Classes & Objects - Defining a class, Instantiating an object
   4 Pillars of OOP - Abstraction, Encapsulation, Inheritance, Polymorphism
   Constructors, Class & Instance Variables
2. **Dunders and Inheritance in OOPs**
   Dunder / Magic methods, Private Properties, Inheritance, Multiple Inheritance, Method Resolution Order
3. **Basics of Functional Programming**
   Intro to functional programming, Lambda Functions, Higher Order Functions, and Decorators.
4. **Advanced Functional Programming**
   Map, Filter, Reduce, Zip functions and their use cases, Args and Kwargs.
5. **Modules and Exception Handling**
   Modules in Python: Math and Random modules
   Exception Handling: try & except, Raising custom exceptions
6. **Basics of Time & Space Complexity**
   Arithmetic and Geometric Progressions
   Big-O Notation, Comparison of Order of Time Complexities
   Space Complexity
7. **Regular Expressions (Regex)**
   Metacharacters, Anchors, Character Sets, Quantifiers and Groups in Regex for Pattern Matching.
8. **Web Scraping**
   Understanding a website's structure (HTML/CSS), using **request** module and **beautiful soup** library for scraping data.
9. **Git and GitHub**
   Version Control System, Git vs. GitHub
   Git with GitHub Desktop & CLI, Creating a repository,
   Push & Pull, Branching & Merging, Forking & Cloning

Agenda

- OOP
- Classes and Objects
- 4 pillars of OOP
- Methods
- Constructor
- Class and Instance Variables

Class

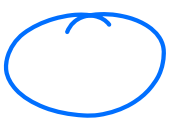
OOP

Object Oriented programming

↳ Programming Paradigm

- Procedural ✓
- OOP ✓
- Functional ✓
- Declarative ✗
- Sequential ✗

Def func



Classes

↳ Serve as blueprint for Data as well as Functions

OOP

Classes : Blueprints

Objects (instances)

Objects : Instance of Class

* Purpose : Represent Real world Entities or Scenario using Code

- It is used for creating custom Data-Structures with their own functionalities to represent Entities

Bank Account :

Properties
- AccId
- CustName
- BankBalance
- * Bank Name

Behaviour
- ViewBal()
- Deposit()
- Withdraw()

4 pillars of OOP

1. Encapsulation ✓
2. Abstraction
3. Inheritance ✓
4. Polymorphism ✓

1. Encapsulation

- Putting things together
- Hiding data and behaviour

- Class ⟶ instance → Data, Methods

- access Specifiers : Next Session

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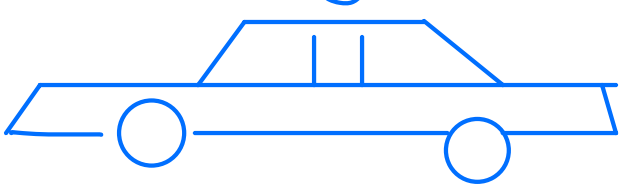
2. Abstraction :

Hiding Details



Behaviour Properties

- Accelerate
- Break
- Combustion procedure

Colour
Brand
Make
Steering
Engine

* Abstract Class X

To drive a Car, do I need to know all the inner details?

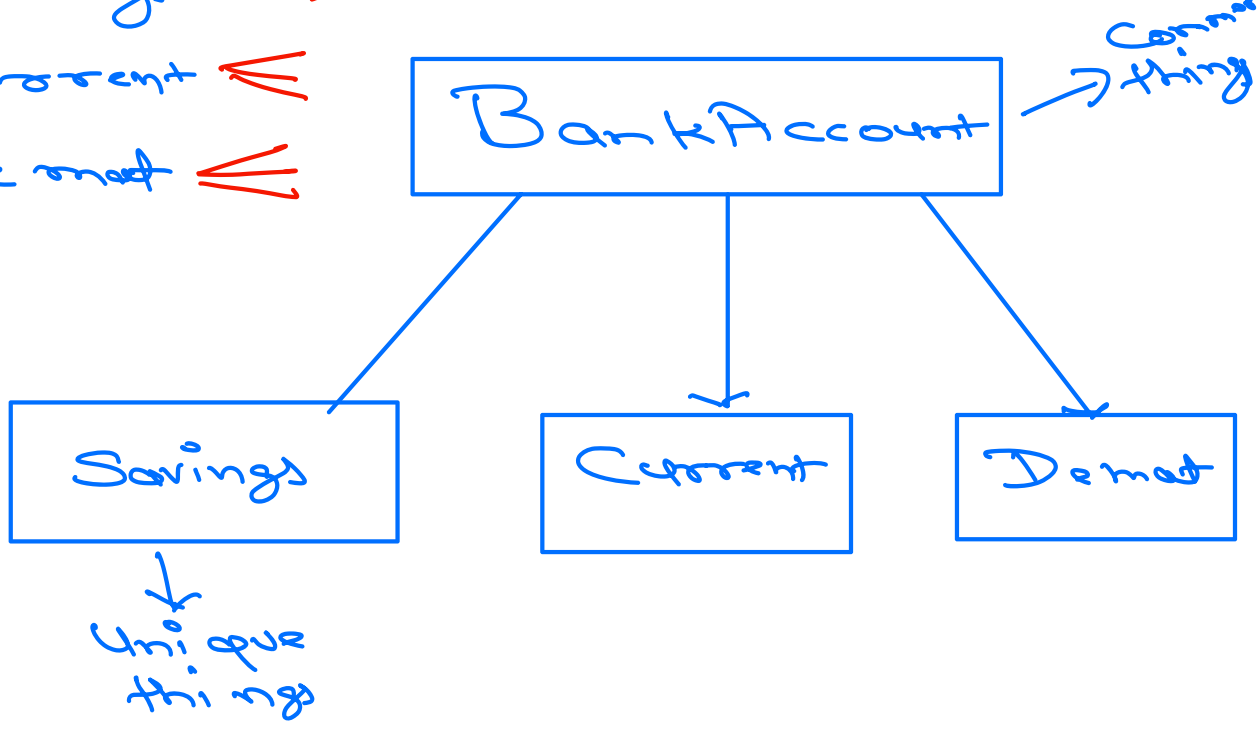
NO

(3) Inheritance

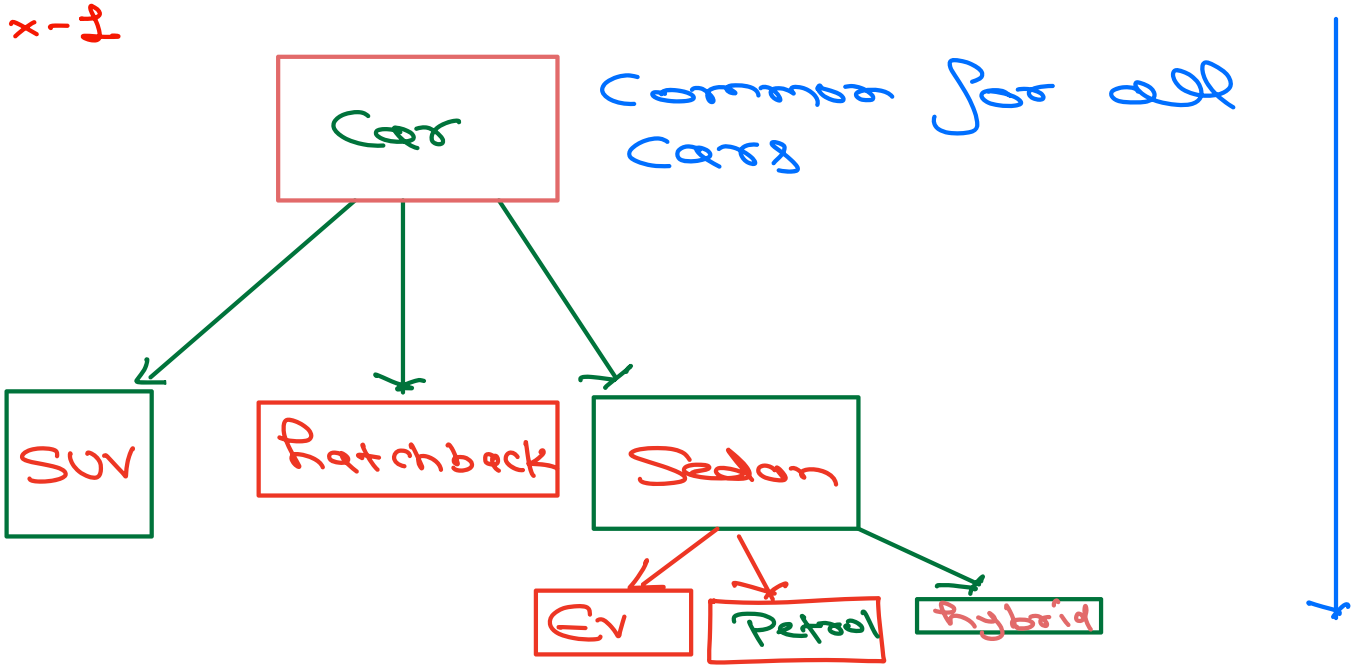
- We use this to write modular code

Bank Accounts

- Savings
- Current
- Demat

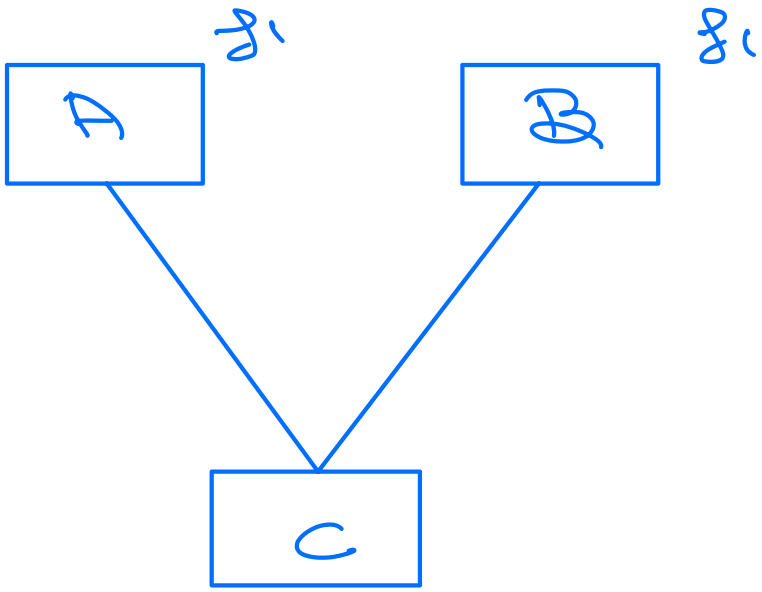


Ex-1



multi-level Inheritance

Ex-3

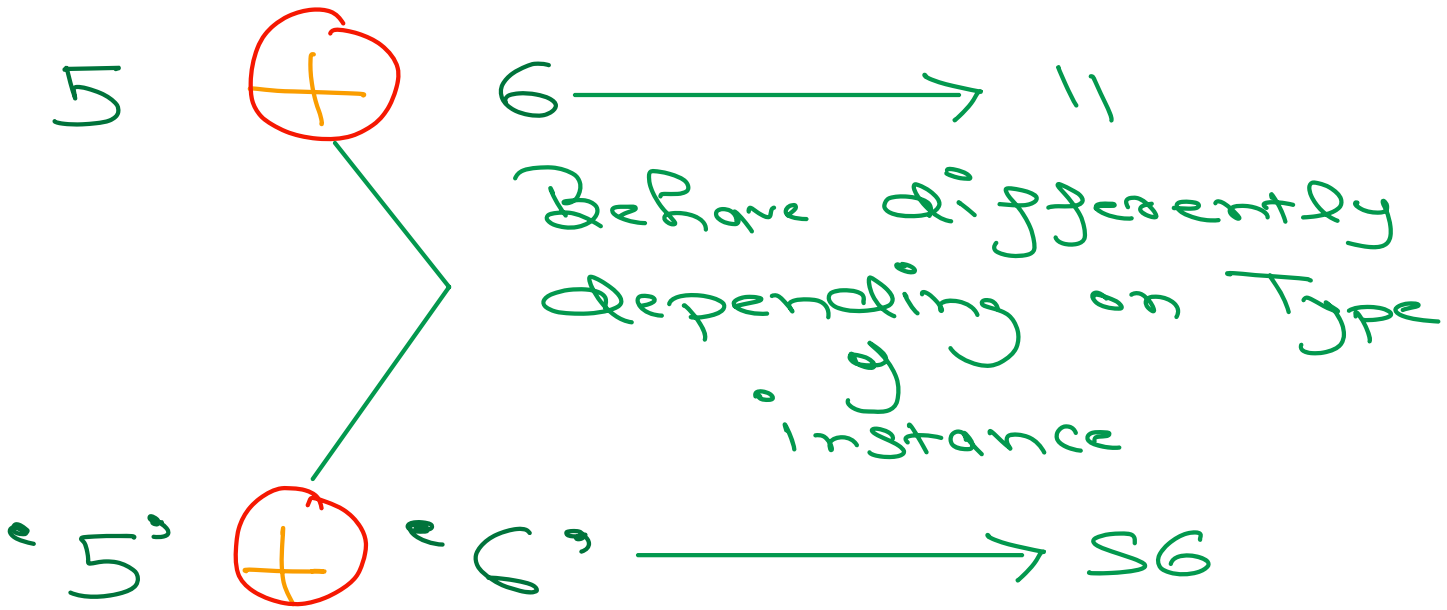


Multiple Inheritance

④ Polymorphism:

One Entity many Behaviours

Ex:



Defining Methods

① Whenever we call a method with 'instance',

'instance' is passed as an argument automatically

Special Methods

↳ Under Methods

↳ --methodName--

Ex:

__init__

Constructor

① A special method that allocates memory & initializes 'instance Variables'.

Python doesn't allow direct access to Constructor

- __init__ : 'initializer' initializes 'instance Variables'
- It get called Automatically when an 'instance' is created

Key Takeaway

- Updating instance Variable of any instance doesn't impact others

Variable Types

* Instance Variable:
  * A variable/property that is unique to each instance

* Class Variable:
  * A shared variable, common to all the instances.