

GR5260

Programming for Quantitative & Computational Finance

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Introduction to OOP

Object-Oriented Programming

- Learnt so far: procedural programming (ie. based on functions and procedures)
- OOP: centered around objects
- Abstraction of concepts from various concrete use cases
- Benefits:
 - More re-usability of code
 - More organized (at least it allows you to do so)
 - Hide complexity from users who call the objects and methods
- Costs:
 - Good object design upfront
 - Changing object design later may require changing common code being used by other use cases

Class definition

- Class instantiation
 - Creating an instance object of a class
- Data variables
 - Instance variables – by instance object
 - Class variables – by class
- Methods:
 - Instance methods – depend on the instance object
 - Static methods – define utility methods independent of the instance/class
 - Class methods – independent of instance object
- Garbage collector:
 - automatic cleanup of memory usage in python

Encapsulation

- Public: accessible to everyone
- Private members: `__xxx`, only accessible by the class
- Protected: `_xxx`, only accessible by the class and its subclasses
- Python does not have native access modifiers to guard the data access

MyClass

x, y

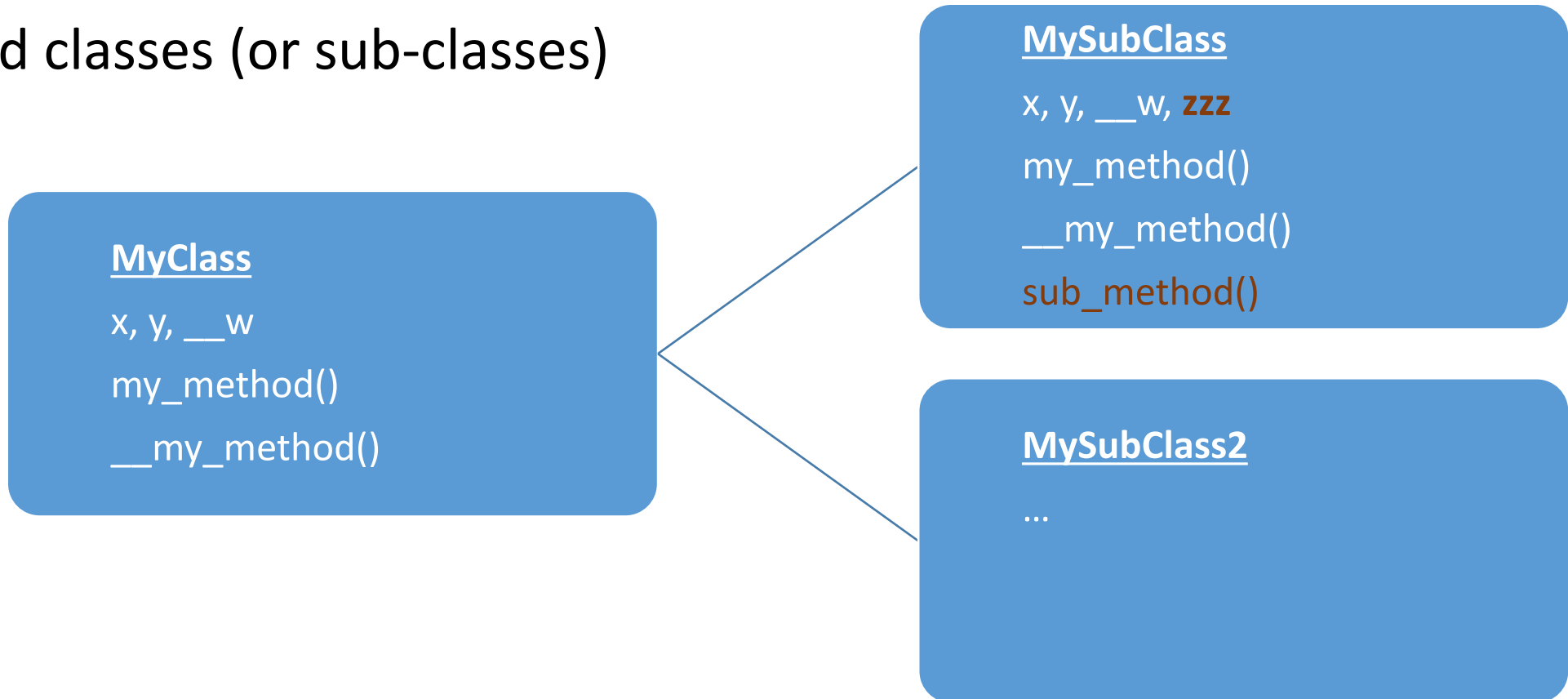
`__w`

`my_method()`

`__my_method()`

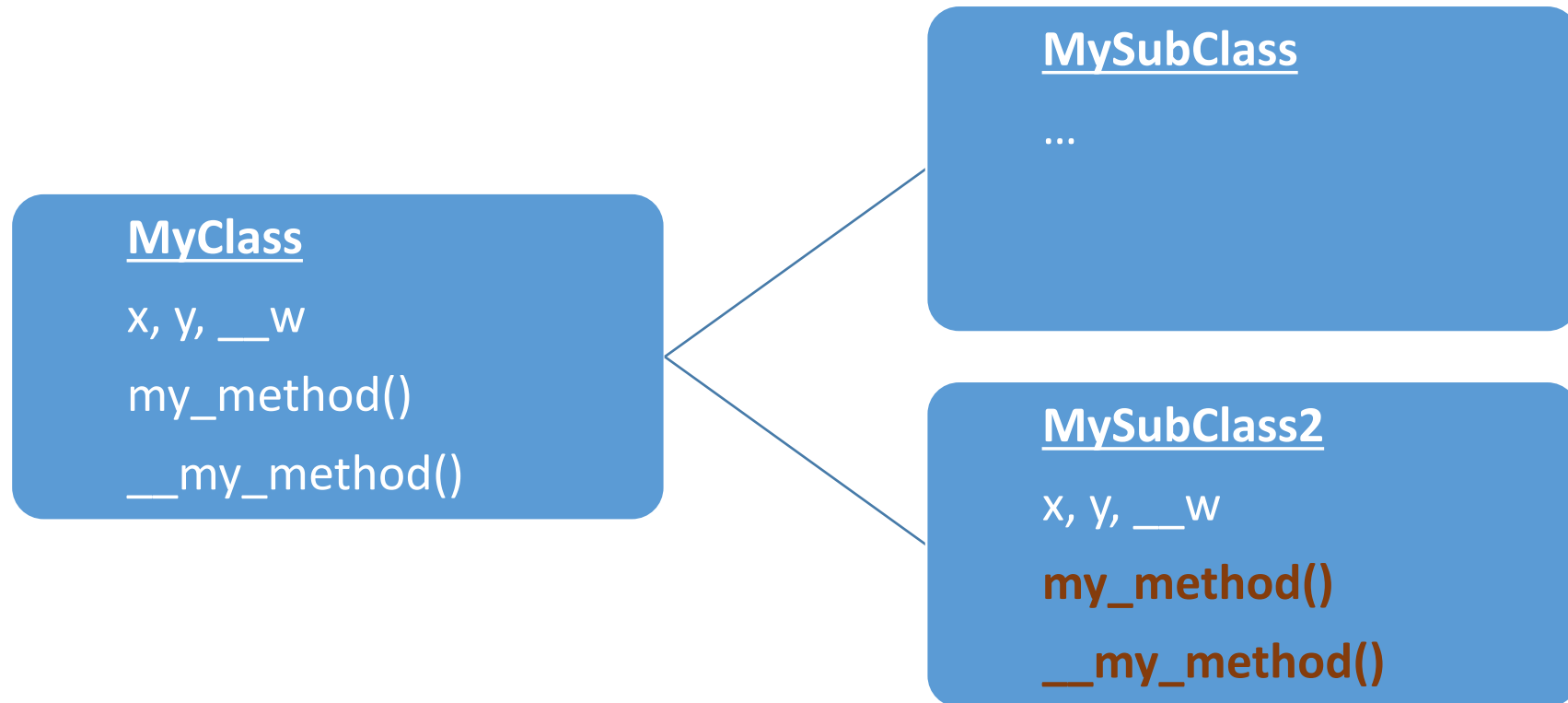
Inheritance

- Hierarchy of classes
- Base class
- Derived classes (or sub-classes)



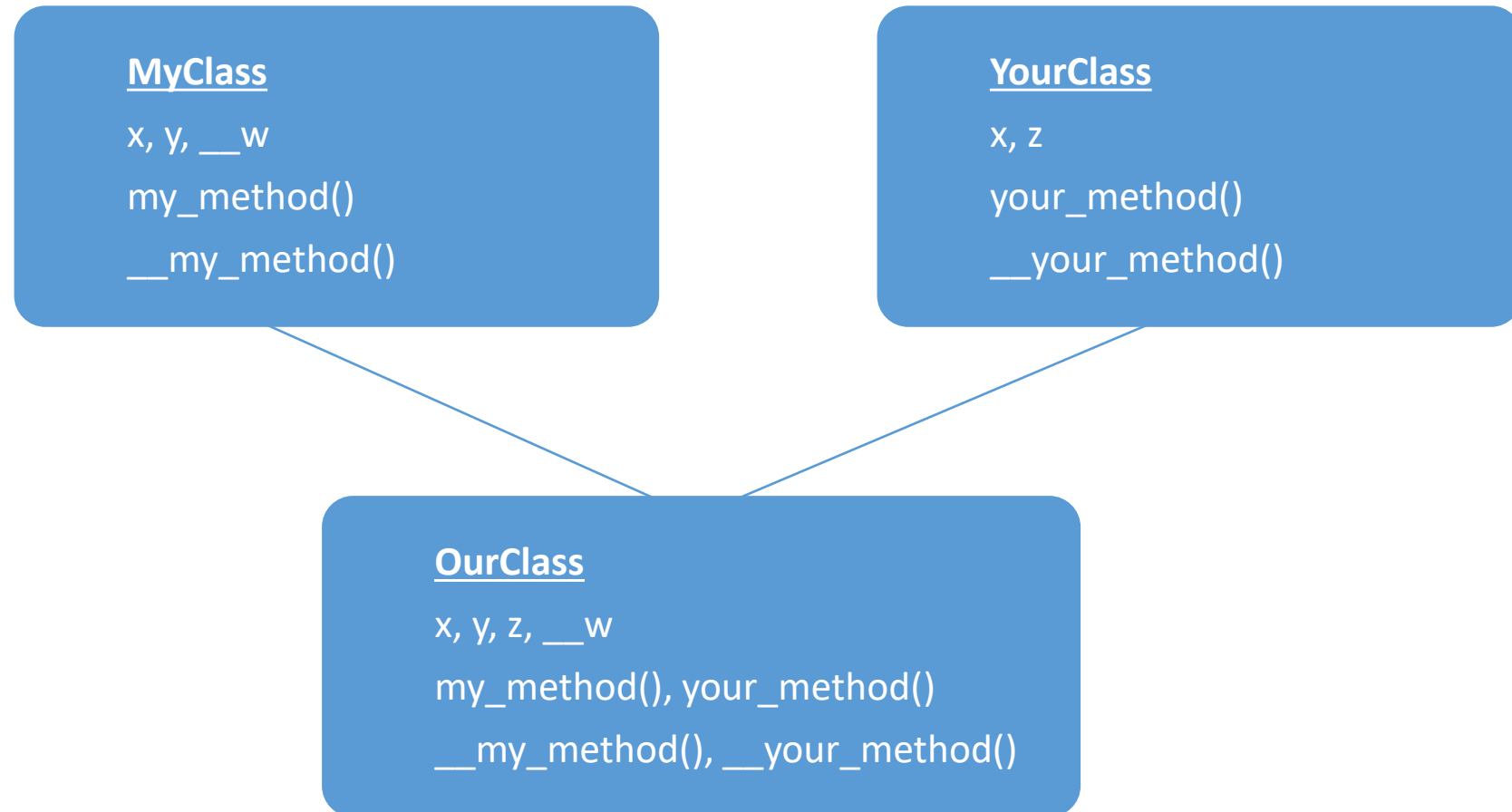
Polymorphism

- Different implementation of a base class method in different sub-classes



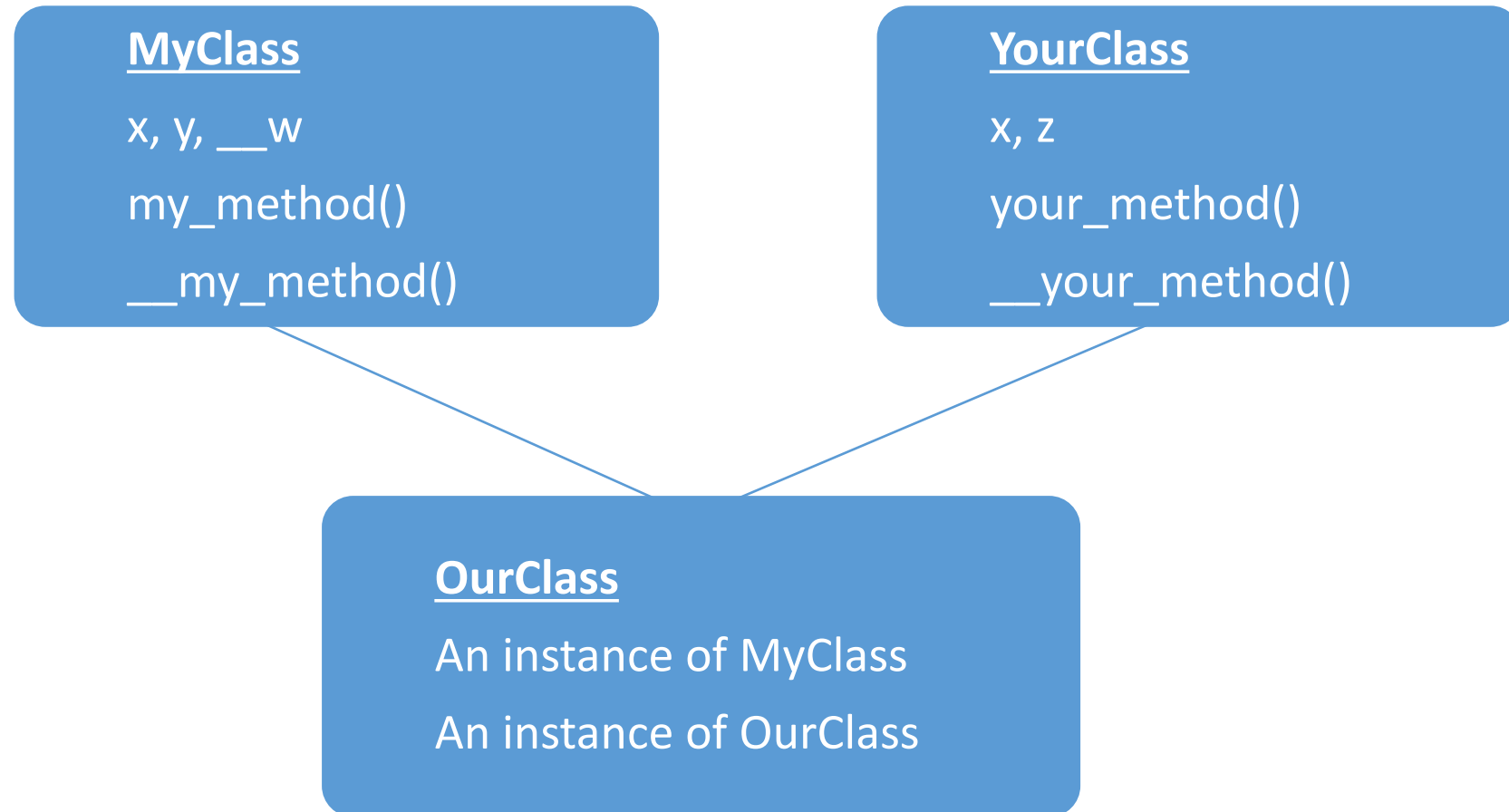
Multiple inheritance

- Derived from multiple base classes



Composition

- Consists of multiple classes



Example: Trades on equities

- Trade: side, quantity, trade date, settle date, etc.
 - Vanilla: equity name
 - EuropeanOption: equity, strike, option expiry, call/put
 - AsianOption: equity, strike, option expiry, average start, average end, call/put
 - SpreadOption: equity1, equity2, strike, option expiry, call/put
 - BasketOption: equity_list, strike, option expiry, call/put
 - etc